The UK's best kids' videogames magazine!

NO.1 For Pokémon!

Pokémon World

ISSUE 87

WIN! An Xbox 360 and Mega Drive Ultimate Collection!

WOW! 1 million Pokémon battles... and counting! WWW.POKEMONFACEOFF.COM

Pokémon Platinum

Hot info and pics of the 2009 Pokémon Platinum revolution!

GAMES! This month's hot games showcased!

CARTOONS! What have Ash & Co been up to lately? Find out inside!

TRADING CARDS! Join our resident Pokémon Trading Card Game expert for playing tips and strategy!

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Hi there Pokémon fans! Looking for some Pokémon goodness to feed your cravings? Well you've come to the right place! This month we've started a new dedicated section for Pokémon Fan Fiction. All the stories we get will now be presented in a cool 'Bagpuss'-like style, flick over to page ten to see what I mean! Game-wise, there's stuff on the new Platinum Trading Card expansion set, as well as teaser info on a new Mystery Dungeon game for DS. Plus we've got your regular Ask Professor Yew, Pika Pics, Design-A-Monster and lots of posters. Cool! Enjoy it all...

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MONSTER RACERS

DESIGN-A-MONSTER
32 If you've sent a monster in – good on you! We get 1,000s though, so sadly we can't print them all... just these!

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TRADING CARD GAME
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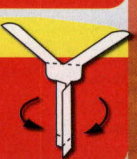
MAKE AND DO!
45 Get out your craft stuff and let us teach you how to make a Pokémon Rotocopter – they're great fun!



Have you got your Monster Racers DS Carry Case from the front of this issue? It'll keep your DS mint!

Everything you need to know about the new Pokémon Platinum Trading Cards is over on page 40.

Point your browser to our new URL to start PokéBattling!

WWW.POKEMONFACEOFF.COM

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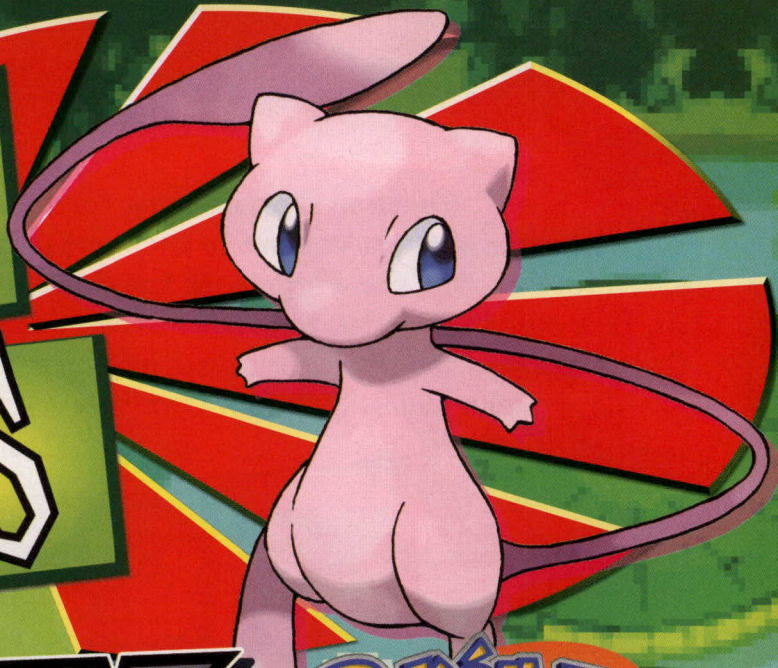
CONTACT US...

MEW'S NEWS



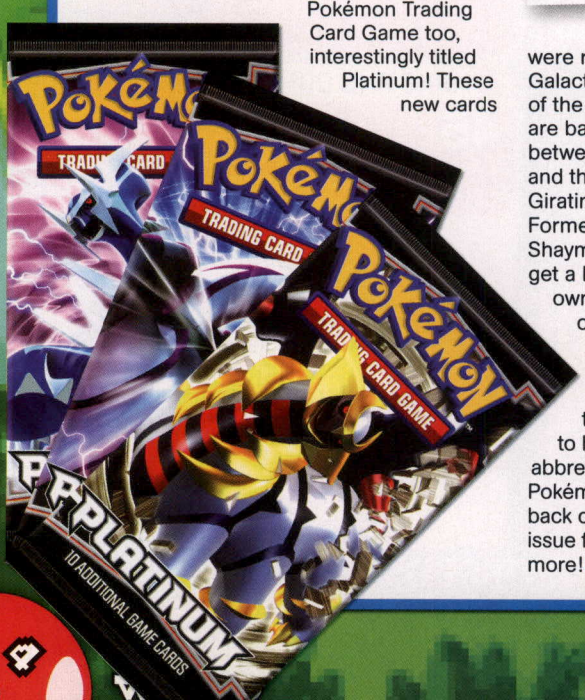
PLATINUM

2009 is the Year of Platinum!

A new Pokémon DS adventure and Pokémon Trading Card Game expansion set coming your way...

We've been teasing you with pictures of the new *Pokémon Platinum* for a few months now, but excitedly the game will be getting an English language release on 22 March in the USA, which means that a UK release can't be far behind. An entirely new three-dimensional Distortion World looks the most exciting thing about the new game – turning everything into a third dimension and the laws of the platform game on their head!

Going Platinum crazy, The Pokémon Company and Nintendo this month announced the latest expansion of the Pokémon Trading Card Game too, interestingly titled Platinum! These new cards were released in Japan under the name Galactic's Conquest. The English translations of the cards hit the game on 11 February and are based on the many changes to Pokémon between the Diamond & Pearl generation and this year's Platinum game. It includes Giratina in both its Origin Forme and Altered Forme, and for the first time introduces Shaymin to the card game. Team Galactic get a look-in, with their Pokémon having their own cards as well as Trainer cards based on the team.



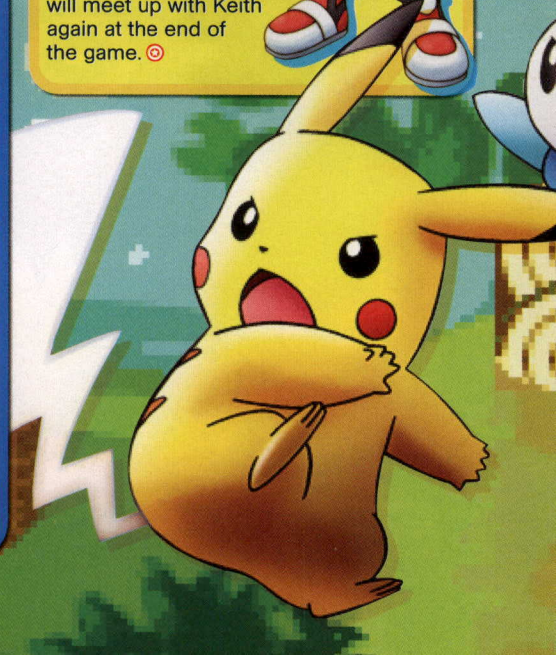
The Platinum expansion will bring new rules and mechanics too, so fans of the card game are going to have to get their heads around the new abbreviations and symbols. Check out the Pokémon Trading Card Game section at the back of this issue for more!

WEB ADDRESS
www.pokemon.com

Pokémon Ranger: Shadows of Almia Character Profile

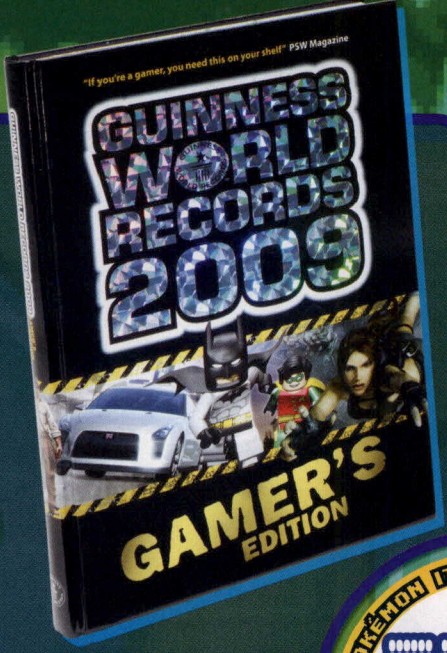
Keith

While playing *Shadows of Almia*, you will come across this character called Keith. He will become your friend, along with Rhythmi, as you share experiences at the Ranger School. On graduation Keith goes to Fiore, while you go your own way. Keith's partner Pokémon is Buizel. You will see Keith cropping up in the Almia Times, where they report on his rescues. Keith's ultimate ambition is to become a Top Ranger, and if you manage this accolade yourself, you will meet up with Keith again at the end of the game.



World Record Pokémon Collection!

Here's a book you don't want to be without... the new *Guinness World Records 2009: Gamer's Edition* is packed with Pokémon facts and figures...



For example, take a look at the Pokémon fan in the picture below; this is Belle Starenchak of the USA. She has the largest Pokémon collection in the entire world! Believe it or not she has 5,456 items of Pokémon memorabilia (probably more since this photo was taken). She sleeps with hundreds of Pikachu every night and has been collecting her stuff for over ten years! We thought some of the collections we get sent in to PokéChat were big, but this girl deserves to be in the Guinness World Records book!

The book is packed with interesting videogame facts, too. For example, there's a fact about the Japanese version of *Pokémon: The First Movie* that you probably don't know. The main characters are named Satoshi and Shigeru after Pokémon game creators Satoshi Tajiri and Shigeru Miyamoto – what a great tribute to the geniuses behind the Pokémon games!

Being the phenomenon that we all know, it won't surprise you to learn that Pokémon is in the Top 50 console games. At number 26 in fact: *Pokémon Red* and *Blue*. The games were nominated because they were the first to introduce monster hunting to the West and breathed new life into Nintendo's Game Boy. This top book is on sale now.

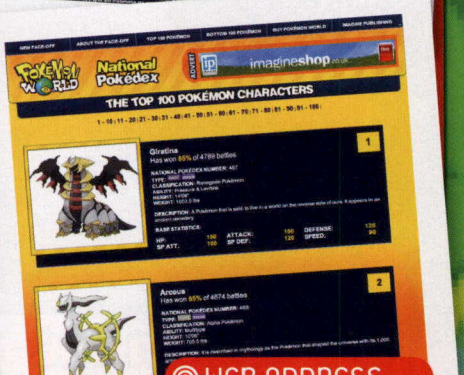
WEB ADDRESS
www.guinnessworldrecords.com

1 Million Battles!

Wow, a very big thank you to everyone who has taken the time to check out our new Pokémon website...

And if you haven't, what are you waiting for? We launched www.pokemonfaceoff.com just before Christmas and went off for our holiday happy in the knowledge that lots of Pokémon fans could battle Pokémon to decide the best monsters.

What we didn't bank on was the massive popularity of the website – we came back to find the computers almost at meltdown, with more than one million Pokémon battles having taken place over Christmas! Each Pokémon has now battled nearly 5,000 times! Join in the fun now – point your browser to the URL below...



WEB ADDRESS
www.pokemonfaceoff.com

Mystery Dungeon: Explorers of the Sky

Continuing the saga of the Pokémon Mystery Dungeon...

Set for Japanese release this Spring, there's a new *Mystery Dungeon* game coming your way. It continues the story of what happened to Grovyle the Thief and will explain how the Wigglytuff Guild got together in the first place, even allowing you to play as members of the Guild. While two starter Pokémon have been removed from the line-up, five new ones have replaced them: Vulpix, Eevee, Phanpy, Shinx and Riolu, and we can reveal that Shaymin will appear in all of its new formes! A full report on the new game next issue.

Just Aired in Japan...

Here's a look at the latest episode of the Pokémon anime series to air in Japan, called 'Riley & Lucario'...

This is episode 578 of *Pokémon*, would you believe! Hope you've seen them all! On their way to a new town after winning their battle in Canalave City, Ash and his troupe arrive on Iron Island. An old friend of Ash's called Jun lives here, and on meeting up with him Ash discovers that all of the Steel Pokémon on the island are acting very strangely, even the Empoleon owned by Jun.

As the gang set about finding out what is going on, they bump into Lucario and Riley, who are also here investigating the phenomenon. What will they find out? Will the Steel Pokémon calm down?

Coming Soon to a Bedroom Near You...

My Pet Shop

Format Nintendo DS • **Publisher** Square-Enix
Game type Sim • **Release date** 27 February

Set off on the animal adventure of a lifetime as you work to help run the best pet shop that Green Town has ever seen. With over 40 animals, you will be able to find and care for adorable and sometimes unusual pets, including dogs, cats, pigs and pandas.

Open Season 2

Format DVD • **Studio** Sony Pictures Home Ent
Rating PG • **Release date** 9 February

Continuing the adventures of the kind and caring bear Boog and his messy deer mate Elliot as they adapt to woodland life. In this movie they meet up with a dog called Mr Weenie and are soon helping him out when he's abducted by a troop of spoilt pets!

Disgaea 3: Absence of Justice

Format PlayStation 3 • **Publisher** Square-Enix
Game type RPG • **Release date** 20 February

Following the exploits of Mao, the most honoured student at Evil Academy, a school where the tardiest, laziest, and rudest demons receive the highest marks. Join him on a madcap adventure packed with witty dialogue, exciting action, and genre-leading strategic battling!

Ben 10: Volume 2

Format DVD • **Studio** Warner Home Video
Rating PG • **Release date** 16 February

In a spin-off from the original cartoon series, Ben is back to save the world. As he has the power to turn himself into ten different aliens, each with cool superpowers, there's lots of great action to look forward to.

Down the Book Shop

We take a leaf through the latest hot books from Puffin...

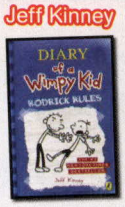
Dot Robot

Jason Bradbury

Dot.com billionaire Devlin Lear, founder of the top-secret defence force MeX, has been watching Jackson Farley. He knows he has found a digital genius. Are Jackson and the MeX recruits as good as Lear thinks?

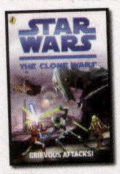
Diary of a Wimpy Kid: Rodrick Rules

Jeff Kinney



It's a brand new year and a brand new journal and Greg is keen to put the humiliating (and secret!) events of last summer firmly behind him. But someone knows everything – someone whose job it is to most definitely not keep anything embarrassing of Greg's private – his big brother, Rodrick. How can Greg make it through this new school year with his cool(ish) reputation intact? Time to get into these great *Wimpy Kid* books – there's a movie coming in 2010!

Star Wars The Clone Wars: Grievous Attacks!



The Grand Army of the Republic – led by Yoda, Mace Windu, Obi-Wan Kenobi and the other Jedi Knights – fights the new Droid Army of the Separatists in this stunning computer-animated TV series that hits your TV this year. This second novel in The *Clone Wars* series is a collection of three stories based on episodes of the TV series and featuring everyone's favourite cybergenetic villain, General Grievous.

WEB ADDRESS
www.puffin.co.uk

Pokémon Challenge

LET BATTLE COMMENCE!

A newcomer steps up to the fold, ready for the Pokémon battle to end all battles. And this time, take a deep breath folks – it's a girl! Yes, this month we present some quality Pokébattle action for you, as Henrie takes on the mighty Maisie...

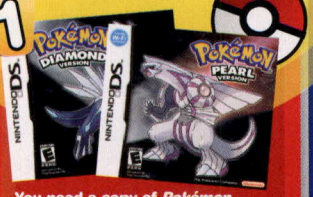
Fight!

With a resounding knuckle crack, we start the battle. We send out the spiky Tyranitar, to which our opponent replies with a Metagross. The huge cross on his face certainly instils fear in us. In order to get the battle off to a windswept start, we use Sandstorm; Maisie orders Metagross to perform a Bullet Punch that takes out half of our Pokémon's health. We know Metagross's weak spot and so use Earthquake. It's a Critical Hit and nearly takes him out in one go. Stupidly at this point we don't tag out, leaving Tyranitar to face a fatal Bullet Punch. Added to this, Sandstorm is doing nothing to the enemy Pokémon. Infernape is next up, his flaming hair bristling in the wind. Mach Punch is our first turn, and finally Metagross is down. Maisie sends out Donphan; we use Close Combat, which doesn't do much at all. A quick attack with Earthquake from Maisie completely takes out Infernape. Roserade comes out next but is immediately hit with Ice Shard; luckily, this takes off little health despite it being Super Effective. We give Mega Drain a shot and it knocks the fiend's health down to a few single digits. Ice Shard is the reply, so we just have to use Mega Drain again to finish the creature off. Finally Maisie decides to let out the might of Milotic. She goes with the ice attacks once again and uses the more powerful Ice Beam that wipes out our Pokémon... well, nearly. Mega Drain is our only hope and it doesn't work that well. Roserade is out soon after and that's it. We played pretty abysmally, it has to be said, a lot of poor decisions were made. Injured Pokémon should have been tagged out much earlier. We're blaming it on having the flu and, well, Maisie just played a lot better than us.

We choose You!

How to challenge us...

1



You need a copy of *Pokémon Diamond* or *Pearl* – duh!

2

Email your details, your photo and your Friend Code to pokemonworld@imagine-publishing.co.uk with the subject line 'Challenge'.

3

If you get chosen, we'll get back to you with our details and a time for the battle/race.

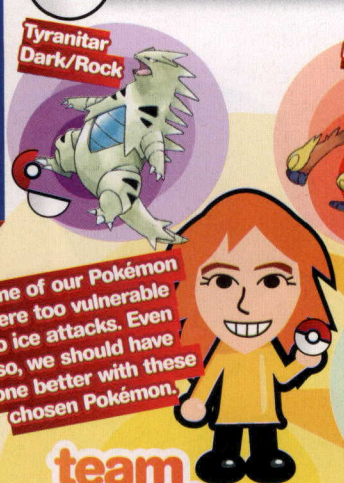
4

No matter who wins (even in the unlikely event that it's you), we print the results in the magazine.

the final word

It pays to tag out injured Pokémon: you can always use them to finish off an opponent's injured beasts. It isn't always the attacks and creatures you choose, it's when to call them back. Maisie knew where to hit us and didn't let up. She got us with several hard ice-based attacks and Earthquake-kicked our butt. We'll be back on track next month, though, we promise.

team Henrie

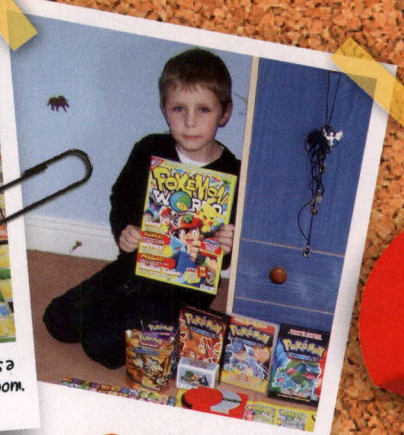


team Maisie

Milotic
Water
Donphan
Ground
Metagross
Steel/Psychic
Her Pokémon were very powerful with some killer moves. You could say we had no chance. But we did and we're annoyed.

POKÉCHAT

My name is Ben and I am 8 years old. I live in Essex. This is a picture of me with some of my Pokémon stuff in my bedroom. I would be pleased if you could put it in your magazine.



My name is Abi and I am 9 years old. I have been MAD about Pokémon since I was 4 years old. These are some photos of me and my sister, Rachel,

What do you do with a blue monster? Try to cheer him up.

Dear Pokémon World,

I love reading your magazine, even though I'm 14 and people think I'm too old for Pokémon. I don't care and I still love it! Just over two years ago now, I made my own Pokémon Role-play Game Forum for people who wanted to pretend they were a Trainer with their own Pokémon. You can find it at www.yusoh.proboards92.com. Anyway, I really hope you print this because I love the magazine and want to make sure everyone has the chance to see my forum! Thank you!!!
Bob (Bobdat), 14, Cheltenham

Thanks for your email Bobdat – go on everyone, check out the forum!

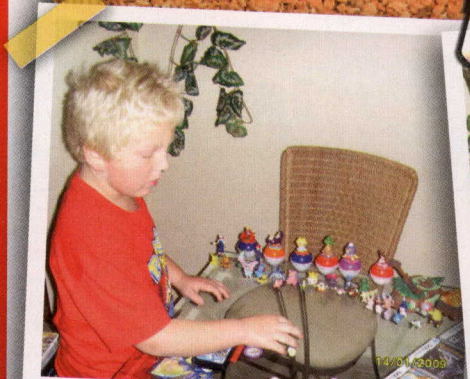
Pokémon World

PKMN.NET Bulbapedia Serebii.net Pokemon Elite 2000 Japanese Pokedex Pokémon Dia...émon Pearl

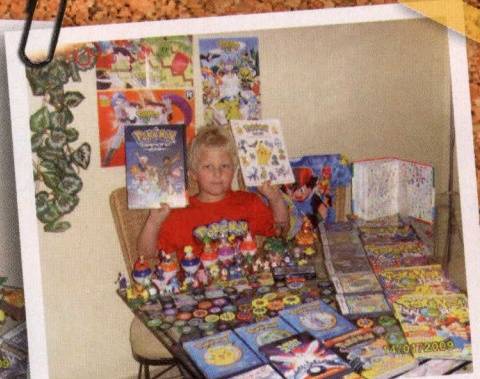
FROM THE FORUM...

Darkfall says:
Can you come up with a new name for an existing Pokémon?
THUNDER!!!! says:
I would rename Horsea. It would be called 'Seaho'. The Sea part for the sea and since it's a Water type, and the ho part for it's Watar attacks (kinda like a hose).
-BJ- says:
I would rename either Chimchar or Monferno. 'Char' is already the Charmander lines' names, and 'inferno' is already the base of Infernape. I'd rename either one 'Scorchimp' (scorch + chimp).
Blue Snover says:
I'd change Ditto to Mimic, because that's basically what it does.
crobatman says:
Farfetch'd could have a different name because it is not really that far-fetched... It is a duck with a stick.
How about the name Quackurai! It is a samurai that quacks. lol, maybe Farfetch'd is the better name, but it can apply to other Pokémon.

JOIN IN THE CHAT AT WWW.SEREBII.NET



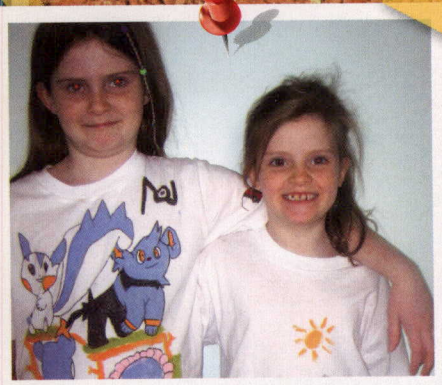
My name is Aaron. I am 7 years old. My favourite thing in the whole world is Pokémon. I like the Legendary Pokémon (of course) the best. My mum bought a Nintendo for Christmas



for herself and she lets me use it to trade Pokémon. I have traded Palkia from Pearl to Diamond. Me and my mum like to battle. I have never battled with any of my friends.

What is big, hairy and bounces up and down?

A monster on a pogo stick.



aged 7, in my bedroom, which is covered with my Pokémon collection. I decorated the t-shirt I am wearing myself and my sister did one, too. I hope you like it.

Heya Pokémon World,

First of all I should say I love your magazine and this message will be full of nice things, as well as the few I would like to get off my chest. I ended my collection of Pokémon World with issue 54 but then restarted by buying the 2009 annual and issue 84. I then subscribed for issue 85 and 86 and soon I shall be getting issue 87 – yay!

My first bad point is, even though I like your new layout, the old one from issue 56 was much better and easier to understand. I like the Great Pokémon Moments section at the end of every issue, but you should bring back Pokémon of the Month. I really like the Pokédex cards, but unfortunately sometimes your standards can slip on those parts.

Last but not least, can you please bring us some more information about the UK rather than the US and Japan. Other than that, I love your magazine and your Pokémon Face-off website. Please reply, because these things have been bugging me for months.

Yours Sincerely,
Andrew Kane

Andrew, thanks for your comments. We always try to make the best magazine we can, and we think the modern look of the magazine is far better than the old style, but everyone has their own opinion, which is fine. We report all the UK info we can, but it's a sad fact that there's more going on with Pokémon in the USA and Japan than over here.

Dear Pokémon World,

I got Pokémon Platinum the other day! Unfortunately it is in Japanese, so I can't understand a single word apart from my name. The main reason I want it is because of Sky Forme Shaymin.

My top ten Pokémon are...

1. Deoxys
2. Darkrai
3. Shaymin Sky Forme
4. Bufzel
5. Arceus
6. Umbreon
7. Flareon
8. Beedrill
9. Jirachi
10. Giratina

Please can this issue have a Make and Do thing to do with Shaymin Sky Forme?

From Harry Millar, Telford

PS I know who the five new Pokémon are: new forms of Rotom!!

Thanks for the letter, Harry. We'll try to feature Shaymin's Sky Forme in a future issue's Make and Do. We've printed some pictures of your favourite Pokémon above so that everyone can see your top monsters. If you would like to see a list of your top Pokémon on these pages then please send a letter with 'PokéChat' at the top of the address, or put 'PokéChat' as the subject of an email.

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon collection? Or simply want to get something off your chest? Write to us at this address...
PokéChat, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ
or email...
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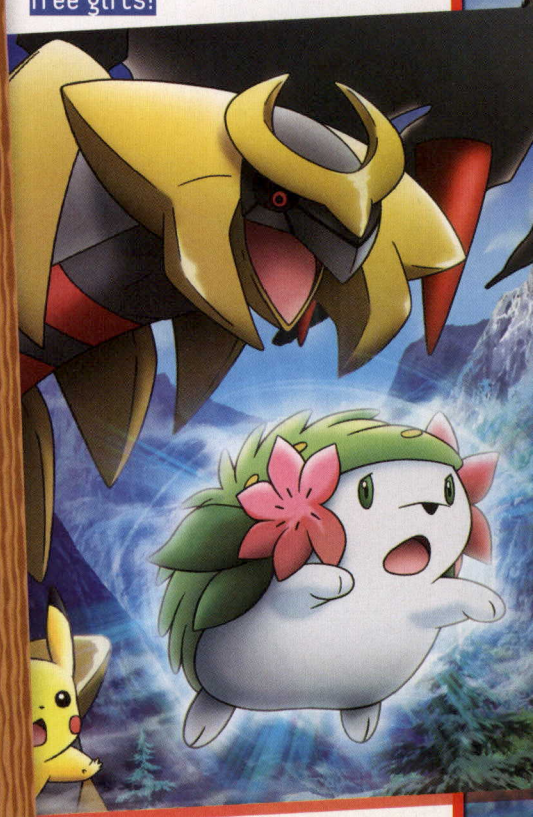

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The Siege of Psychic City

by Conor Ardill, age 12, Bangor

One day Kadabra was walking around the great forest outside Psychic City. Kadabra being the Deputy Leader of Team Psychic, not to mention Deputy Mayor of Psychic City, was getting his morning exercise when he saw an evil sight. He saw the evil criminal Deoxys. Deoxys had lots of cages full of Pokémon, but, worst of all, Deoxys had chained Rayquaza down. Kadabra got very angry and blasted a psybeam into Deoxys' crystal.

Deoxys fell over on the ground unconscious. Rayquaza, by this time, was screaming his head off with rage. Kadabra ignored him and freed all the other Pokémon first, before coming up to Rayquaza and using a Psychic attack to break the chains.

"Thank you very much," said Rayquaza, "Hey, aren't you part of a rescue team? As a 'thank you', can I join?"

Kadabra, obviously surprised by this remark, flipped open a comlink on his arm and said into it, "Abra, Rayquaza wants to join our team!"

"Roger that Kadabra – let him join!" replied an excited voice. When Kadabra turned round, Rayquaza was powering up his Hyper Beam and aiming at Deoxys.

"NO, NO, NO, that's not our way – we must take him to jail!"

"Sorry, I was just really angry at him for chaining me up," said Rayquaza. "Come on, let's go to Psychic City and get you a Rescue Badge," the Pokémon said with a sigh.

Together they walked back to Psychic City, with Rayquaza carrying Deoxys. Kadabra could freely shout orders into his comlink to get the City ready for Rayquaza's arrival. When they finally arrived at Psychic City, Rayquaza gazed up at the huge walls that were taller than him. "How can Humans not see this?" he wondered. Using his Psychic Powers, Kadabra could hear Rayquaza's thoughts and so answered them...

"It's protected with a Psychic Shield so that humans can't see it and come in and capture us, although there are some humans that know of its location, such as my trainer. He's the leader of Team Trainer," Kadabra said in a proud voice.

"Who's Team Trainer?" asked Rayquaza.

"Well, they are a massive group who battle against Team Rocket and other evil teams. Team Trainer is a good team, though, and provides its Pokémon with places to live such as Psychic City when they are not using them to battle. I'm here quite a lot because my trainer has close ties with the Saffron City Gym Leader. He even fills in for her when she's not in. He might even be

taking over the Gym soon – because of this there is a portal between the Gym and Psychic City for Pokémon only." A horn then sounded. "Oh no! It's Deoxys' army – they must know we have him!" They ran through into the City. Already-armoured fighting-type Pokémon were running up the stairs to the top of the wall. Also, a lot of Pokémon were pouring out of a huge building. Rayquaza was about to ask what the place was but he saw a sign saying 'Psychic College – Where Pokémon learn to use their Psychic Powers'.

Rayquaza looked around... Kadabra had disappeared. "Oh well, I better get Deoxys to jail and join the battle," thought Rayquaza.

Meanwhile, Kadabra was on top of the walls shouting orders to the troops when a Pidgeot landed beside him and told him "their army consists mainly of Dark Pokémon. It's going to be hard stopping them." From this Kadabra knew this wasn't going to be a battle, it was going to be a siege. Kadabra then shouted to Pidgeot, "Send word of this to my cousin Kadabra in the Underground City. We need his help – tell him he must come!"

With that Pidgeot took off and the Dark Pokémon army came into sight. "Catapults!" shouted Kadabra. A catapult hurled hundreds of Gravelrock into the enemy's battle lines. Then things turned sour for Kadabra... about one hundred Dark Charizards took off and headed for the City. The Psychic College students threw blasts of Psychic energy at them, taking out about half of the force, the rest managed to land and knocked waves of Hitmonlees and Hitmonchans that were trying to repel them off the wall. Kadabra took out two Dark Charizards before engaging with the leader of the Dark Pokémon army, who was a Dark Charizard.

Kadabra dodged waves of Flamethrowers before using Confusion. Kadabra then used two Psychic attacks and a Megapunch to knock the Dark Charizard off the wall, but even though their leader was defeated, the Dark Pokémon army kept on fighting and had now broken the gate, only to be met by the students of the Psychic College. A fierce battle occurred between them and although Psychic should beat Fighting Pokémon easily, the Dark Hitmonlees and Dark Hitmonchans were half Dark. After a while the students started to fall back. Kadabra noticed this and ran down to help them. The students had a morale boost when their leader joined, but this was short-lived, as more Dark Pokémon charged into the City, but then they stopped.

Kadabra looked around. Kyorge, Groudon and Rayquaza all were in Team Psychic and all were charging up their Hyper Beams. All the Hyper Beams were cast at the same time – this had a devastating effect on the Dark Pokémon army. Many fainted and many ran. The ones that ran were pursued by Kadabra and his army then another horn sounded – it was the Underground City army. Knowing that they were finished, the reminder of the Dark Pokémon army surrendered.

Two days later, when all the Dark Pokémon had been arrested and were being turned back into normal Pokémon, the heads of Team Psychic met to discuss what should happen to Deoxys. An hour later, Kadabra told the Pokémon of Psychic City that Deoxys would be sent to Team Trainer and would never see Psychic City or any other Team Psychic cities again. After the battle, Rayquaza decided to live in Psychic City with Kyorge and Groudon who he became friends with, but he became best friends with Kadabra, who promoted him to a Captain in the Psychic City army.

Pokémon starring in this story...

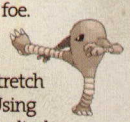
Rayquaza
A Pokémon that flies endlessly in the ozone layer. It is said it would descend to the ground if Kyogre and Groudon were to fight.

Deoxys
A Pokémon that mutated from an extraterrestrial virus exposed to a laser beam. Its body is configured for superior agility and speed.

Kadabra
It is rumoured that a boy who had psychic abilities suddenly transformed into Kadabra while he was assisting research into psychic powers.

Pidgeot
This Pokémon has gorgeous, glossy feathers. Many trainers are so captivated by the beautiful feathers on its head that they choose Pidgeot as their Pokémon.

Charizard
A Charizard flies about in search of strong opponents. It breathes intense flames that can melt any material. However, it will never torch a weaker foe.



Hitmonlee
Its legs freely stretch and contract. Using these spring-like limbs, it bowls over foes with devastating kicks. After battle, it rubs down its tired legs.

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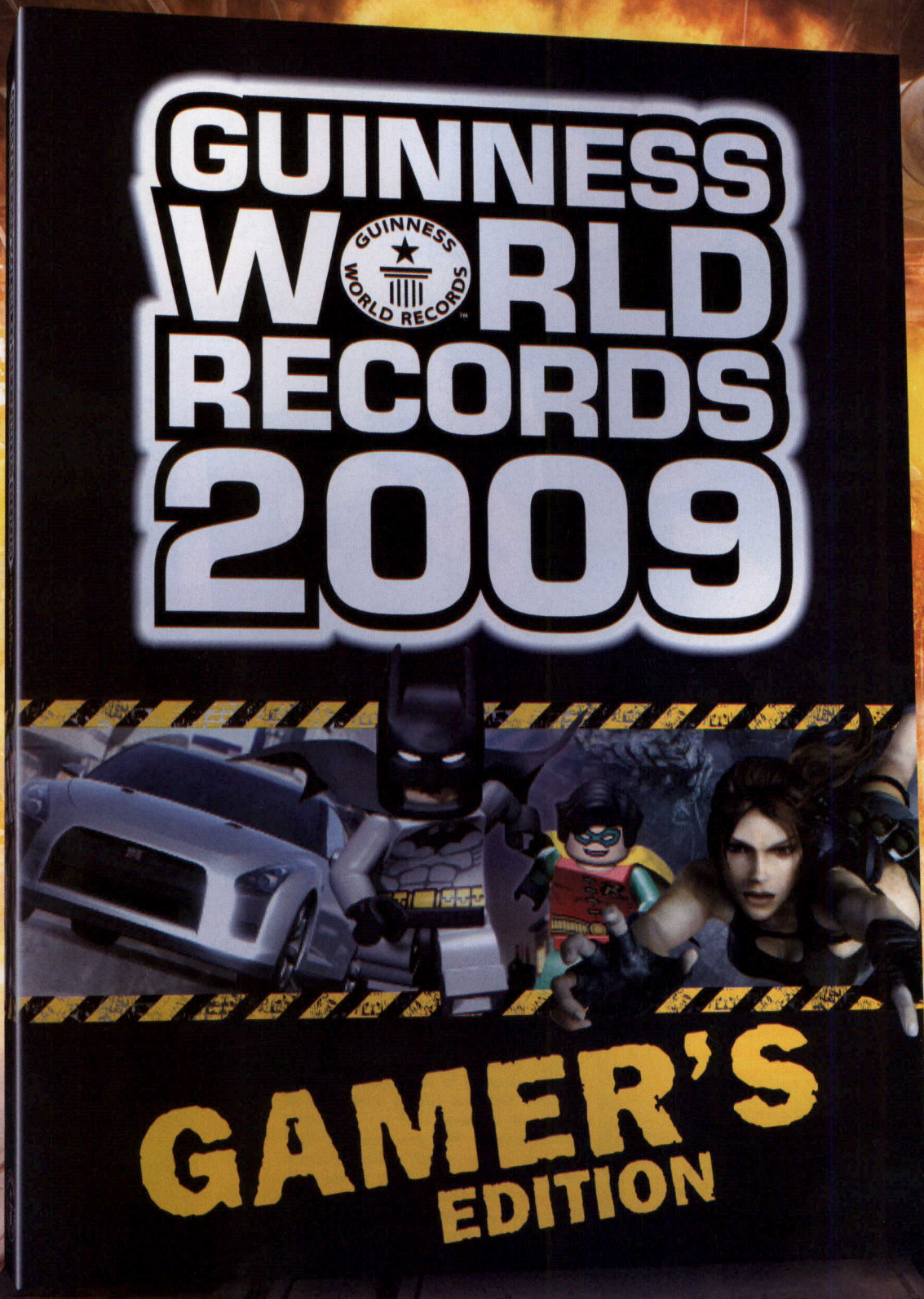


"If you're a gamer, you need this on your shelf"

PSW Magazine

ASK PROFESSOR YEW

So, you've got a tricky Pokémon-related question have you? Well, why not write in to Professor Yew? He knows everything there is to know about Pokémon!

A CD find!

Q Dear Professor Yew,
I was surfing the internet recently when I came across these images of a *Pokémon Diamond & Pearl* CD set. They are obviously from Japan, but do you know what is on these CDs and can you tell me where I can buy them from?
From Harvey Mellings, age 10, Norwich

A ***You know what Harvey, I should just start my own Pokémon shop. I get asked every other day "Where can I buy this great Pokémon stuff from?". The truth is that getting hold of the brilliant Pokémon merchandise that we often see on the internet is quite difficult. The Japanese companies don't export to the UK; same goes for the American ones, so the best thing I can suggest is keeping a watch on places like eBay, or sometimes Amazon. If people have visited Japan or America and bought some copies of these items, they will sometimes sell them on auction sites. We're not talking mega-bucks for them either, so its well worth checking out.***

The CD you have stumbled upon is actually the Pokémon Diamond & Pearl Super Music Collection. It was released back in 2006 and includes some brilliant orchestral music composed by Jun'ichi Masuda, Go Ichinose, Hitomi Satou and Mori'ichi Aoki. The two-disc set actually has 149 tracks on it!

From me to you!

Q Dear Professor Yew,
I have been spending a lot of time playing *Pokémon Mystery Dungeon: Explorers of Time* recently and have realised that some of the Pokémon are exclusive to one game, while others can only be found in the *Explorers of Darkness* game, which I haven't got. Is there any way I can get these Pokémon for my *Explorers of Time* game without having to spend more money? (Mum tells me I am not allowed to buy another game right now!)
From Luke Mathers, age 8, Cardiff

A ***I appreciate the situation you are in Luke. It's a bit naughty of Nintendo really, expecting players to complete their games, but then hiding stuff away in different versions that are often non-transferrable. The good news is that you can obtain most of the Pokémon in your Explorers of Time game, but you will need to find someone who has Explorers of Darkness. Once you do, ask them to send you the missions with the exclusive Pokémon to your DS, and you can do the same for them in return. This will mean you can now obtain these Pokémon in your game. Sadly, this doesn't work for Celebi and Mewtwo; they remain version exclusive. Here is a breakdown of which Pokémon are exclusive to which game...***

Exclusive to Explorers of Darkness

- Mewtwo — PSYCHIC
- Burmy — BUG — Wormadam & Mothim are found in Time
- Buneary — NORMAL
- Lopunny — NORMAL
- Rotom — ELECTR GHOST

Exclusive to Explorers of Time

- Celebi — GRASS PSYCHIC
- Combee — BUG FLYING — Vespiquen is in Darkness
- Pachirisu — ELECTR
- Riolu — FIGHT
- Lucario — FIGHT STEEL

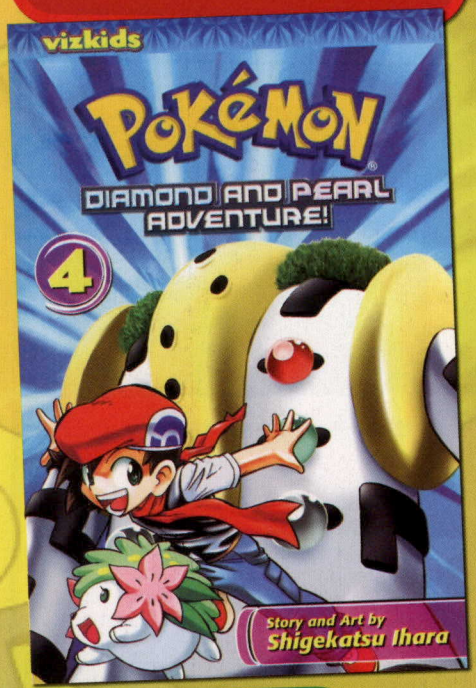
Only Obtained in Dungeons Unlocked by events

- Ekans — POISON
- Arbok — POISON
- Diglett — GROUND
- Dugtrio — GROUND
- Gastly — GHOST POISON
- Haunter — GHOST POISON
- Gengar — GHOST POISON
- Ditto — NORMAL
- Articuno — ICE FLYING
- Mew — PSYCHIC

Manga Mumblings!

Q Dear Professor Yew,
I'd just like to say that I love your magazine and get it every month, but something has always puzzled me about it. Why do you never cover the Pokémon Manga comics? I have a few in my collection, and notice that new ones seem to trickle out from time to time. Maybe I am lucky because I live in London and there's a brilliant comic shop near my house where I can get this stuff. I think other readers might find it more tricky on the average high street. But perhaps if Pokémon World covered these cool comics more, the publishers would be encouraged to stock them in WH Smiths of something? What do you think?
From Jordon Cummings, age 12, London

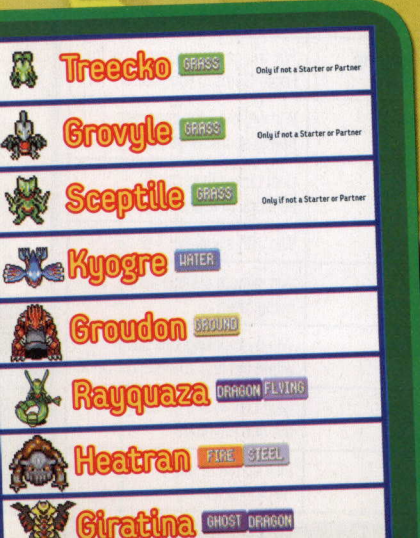
A ***Thanks for your letter Jordon, yes, we've been planning to do a feature on the Pokémon Manga adventures for a while now. Doing the research for this feature, it seems that there hasn't been a constant flow of new comics, but we believe there are some exciting new ones planned for publication this year. Take a look at this Pokémon Diamond and Pearl Adventure! Volume 4 that we found. It's published by Vizkids and is out on 2 June with a whopping 192 pages! Rest assured that we will be bringing this, and more, to our beloved readers real soon!***

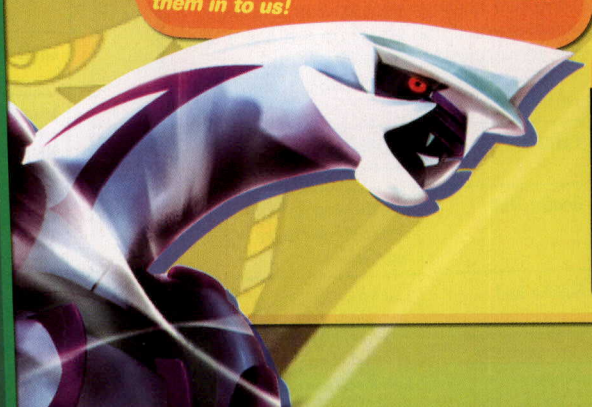


Yummy Origami!

Q Hi Prof Yew!
I'd just like to say that I love your Make and Do! section because I actually collect papercraft models and have made 20 myself over the last year alone. I would just like to point out to your readers that there is a brilliant website that is crammed full of cool Nintendo papercraft projects, including lots of Pokémon. Just go to www.nintendopapercraft.com/labels/Pokemon.html. They're a friendly bunch on there and will help out any first-timers with advice and pointers to make the best papercraft models. Thanks!
From Tim Weston, age 14, Doncaster

A ***Nice one, Tim! We checked out the website and it includes some excellent models of Pokémon game levels along with characters to cut out and glue together. If you make any, make sure you take some pics and send them in to us!***


Treecko GRASS Only if not a Starter or Partner
Grovyle GRASS Only if not a Starter or Partner
Sceptile GRASS Only if not a Starter or Partner
Kyogre WATER
Groudon GROUND
Rayquaza DRAGON FLYING
Heatran FIRE STEEL
Giratina GHOST DRAGON



SEND IN YOUR QUESTION...

Do you have a burning question for our very own Professor Yew? Then send it to us at pokemonworld@imagine-publishing.co.uk making sure you put 'Ask Professor Yew' in the subject line, or send it by post to...
Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

CHEEKY CHEATS!

Need some hints and cheats for your great console game collection? Then look no further! We have great stuff for every machine from DS to Xbox 360...

Pokémon

Pokémon Dash

PADS, BALLOONS AND LAPRAS EXPLAINED

As you whizz through the levels in this DS racing game, you will come across pads to boost you, balloons to float you around and Lapras to do some island hopping. Here's an explanation of what you get from each...

Pads

Sand Pad: This will boost your speed on a sandy landscape.
Grass Pad: A speed boost when you are on the grass.
Swamp Pad: Again, a speed boost, this time in the swamp, but also to stop you from drowning!
Forest Pad: In a forest setting? This will give you a speed boost!
Ice Pad: Boost your speed on the ice.
Rock Pad: Speed boosting on the rocks.
Lava Pad: Another speed boost, this time on a lava terrain, and this also stops you from burning, which is handy!

Balloons

You can float anywhere in the level by using one of the balloons, but there are precautions to take! You can't fly yourself over brick pathways, there is no landing in the sea or in the forest and you can only pop the balloon once when over an icy landscape.

Lapras

The friendly Lapras will help you to travel from island to island and reach goals that are water-based.

Pokémon Ranger: Shadows of Almia

UNLOCK THE CAPTURE ARENA

Once you have completed the main story in the game you will be able to access the Capture Arena. You will need to ride Wailord to get there from Haruba Village.

Pokémon FireRed/LeafGreen

GET A DOG POKÉMON!

Would you like a dog Pokémon with you on your adventure? First of all you must beat the Elite Four (don't you always?) and then, when in the wild, you will be joined by a dog Pokémon. The dog you get is dependant on which starter Pokémon you got. There are three dog Pokémon – you get Entei if your starter was Bulbasaur, Raikou if you chose Squirtle and Suicune if your starter Pokémon was Charmander.

SECRET ITEMS

In the two games, you can find special secret items if you stand on the exact spot that someone (or some Pokémon) of importance has stood, and then use the Itemfinder...

Leftovers	Use the Itemfinder where you found two Snorlax
Soothe Bell	Use the Itemfinder at Pokémon Tower where Mr Fuji was standing
Macho Bell	Use the Itemfinder in Viridian Gym where Giovanni was

NINTENDO DS

Final Fantasy IV

WHYT'S BODY SKINS

You can summon up the character Whyt when you are Rydia in this DS remake of the classic Square-Enix game. Here are the skins available and how to get them...

Zeromus outfit	Complete your Bestiary with 100 per cent
White Mage	Play Rosa's mini-game and score 9999 points
Summoner/ Black Mage	Play Rydia's mini-game and score 9999 points
Paladin	Play Cecil's mini-game and score 9999 points
Ninja	Play Edge's mini-game and score 9999 points
Goblin outfit	Complete the main storyline of the game twice

The Legend of Zelda: Phantom Hourglass

THE BIG PLAYS

If you do some of the things below while playing in Wi-Fi mode, you will be rewarded with a big play! Get four big plays and you will get a letter about a golden part for your ship.

Break	You must break ten or more of your enemy's helpful items
Get everything	Win the game and turn all of the Force Gems to your colour
Guardian	Win without your opponent having scored anything!
Limit	Beat Link with under 20 seconds to spare, twice
Miracle	Win with a score of 1-0
No items	Win without a single item being taken
Quick	Win by knocking Link down within the first 20 seconds, twice
Solo	Beat Link in one go using only the one Phantom
Take	Pick up ten or more helpful items

Wii™

Super Smash Bros Brawl

SECRET ASSIST TROPHIES

The game has six hidden assist trophies to unlock...

Advance Wars	You must play 300 brawls
Barbara	Unlock 25 or more CDs
Grey Fox	Unlock Snake
Isaac	You must play 200 brawls
Ray Mk III	You must play 100 brawls
Shadow the Hedgehog	Unlock Sonic the Hedgehog

VIRTUAL CONSOLE TRIALS

Here's what you need to do to access these trial games...

Donkey Kong	Play more than ten hours of the game
F-Zero	Use Captain Falcon to beat SSE
The Legend of Zelda: Ocarina of Time	Use the Toon Link more than ten times
Super Mario USA	Use Peach to win in Vs Mode more than five times
Super Mario World	Play Yoshi's Island (Melee) more than three times

Mario Kart Wii

UNLOCK THE CHARACTERS

There are new characters for you to unlock in the game...

Baby Daisy	Get one star in all 50cc Wii-Cups
Baby Luigi	In the Time Trials, unlock eight Expert Staff Ghost Data
Birdo	Win 250 Wi-Fi races or play Time Trials on 16 courses
Bowser Jr	Get one star in all 100cc Retro-Cups
Daisy	Win the 150cc Special Cup
Diddy Kong	Finish all of the Retro 50cc Cups
Dry Bones	Win the 100cc Leaf Cup
Dry Bowser	Get one star in all 150cc Wii-Cups
Funky Kong	In the Time Trials, unlock four Expert Staff Ghost Data
King Boo	Win the 50cc Star Cup
Mii (Outfit A)	Win the 100cc Special Cup
Mii (Outfit B)	In the Time Trials, unlock all 32 Expert Staff Ghost Data
Rosalina	Get one star in all eight Mirror Mode Cups or have a Super Mario Galaxy save file on your Wii
Toadette	Win 1000 Wi-Fi games or play Time Trials on all 32 courses

XBOX 360®

Space Chimps

ACHIEVEMENT UNLOCKABLES

As you complete each of these achievements you will be rewarded with the corresponding gamerscore...

Bananas for Bananas (60)	Pick up all of the Dole® bananas in the game
Beast Slayer (60)	Finish all of the Colossal Beast missions
Bring the Pain (20)	On a mission, beat all of the enemies
Dungeons and Chimps (50)	You must complete this mission in under five minutes
Flower Power Racer (50)	Compete this one in under four minutes
No More Secrets (40)	Once all of the bonus content has been unlocked
Where Credits Due (20)	Make sure you watch the end credits all of the way through
Who needs Invincibility? (35)	Finish a mission without dying
Zartog's Demise (70)	Finish all of the Zartog's Palace levels

Sonic the Hedgehog (Live Arcade)

UNLOCK A NEW ENDING

If you complete the game with all of the Chaos Emeralds collected, you will be treated to an entirely new end sequence!

GO THOUGH WALLS!

In the Marble Zone, there is a green block you must ride across a lava sea. You will come to two large green blocks with rings on, now hold Down on the D-pad to make Sonic crouch. He will go through the walls like a hot knife through butter!

WALL•E

PASSWORDS

Enter these passwords at the Bonus Features cheat menu...

Wall•E, Auto, Eve, Security Bot	Unlock all of the bonus features available
M-O, Auto, Security Bot, Eve	Unlock all of the game contents
Security Bot, Wall•E, M-O, Auto	Get all costumes
Wall•E, Auto, Eve, M-O	Get the Super Laser Blaster for Wall•E
Wall•E, M-O, Auto, M-O	Get invincibility
Auto, M-O, Auto, M-O	Create any type of cube at any time

PlayStation.2

Kingdom Hearts

COLOSSEUM TOURNAMENTS

Here's how to unlock them...

Gold Match	Finish the Hades Cup
Hades Cup	Seal the Hollow Bastion keyhole and unlock all of the other tournaments
Hercules Cup	Seal Halloween Town and the Neverland keyhole
Pegasus Cup	Complete Monstro
Phil Cup	Seal the Traverse Town keyhole
Platinum Cup	Seal the Hollow Bastion keyhole

UNLOCKABLE WEAPONS

Here's how to unlock them...

Save the King (Goofy)	Finish the Hades Cup in Time Limit mode
Save the Queen (Donald Duck)	Finish the Hades Cup all alone with Sora
Ultima Weapons (Sora)	Synthesise all of the 24 items in the workshop

Cars Mater-National

PASSWORDS

Select the Options mode and then enter one of these...

PAINTIT	Every alternate colour except for Lightning McQueen
PLAYALL	Unlock all Arcade mode mini-games and Story mode worlds
MATTEL07	Unlock all cars
NCEDUDZ	Different colours for Lightning McQueen
VRYFAST	Unlock the expert level/mode
0TO200X	Unlock extra acceleration
ZZOOOOM	Unlock unlimited turbo boost
BUYTALL	Unlock all of the bonus art

Dragon Ball Z: Budokai Tenkaichi 3

NEW STAGES

Follow these instructions to unlock...

Desert daytime	Shenron's Wish
Desert evening	Yamcha game level two victory
Desert night	Cell game level two victory
Janemba Hell	Dragon history special saga 'Janemba' cleared
King Castle	Red Shenron's wish
Mt Paozu	Shenron's wish

MONSTER RACERS

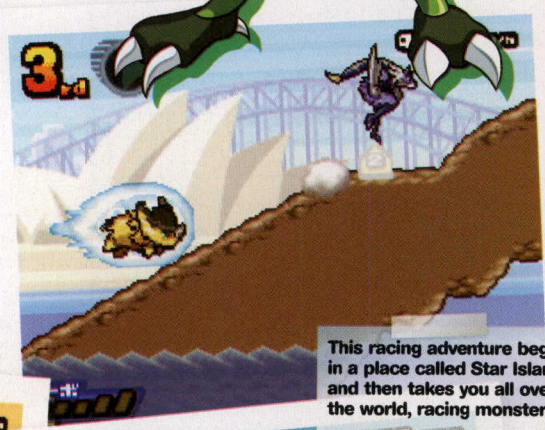
Format DS • Price £24.99
Publisher Koei • Game type Racer
Release 30 June • Info Cute critters!

You're a monster fan, right? Partial to a spot of racing? Well this summer Koei has the perfect game for your Nintendo DS...

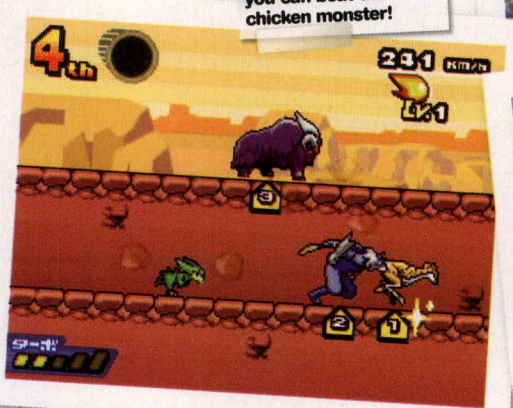
Exclusively developed for the Nintendo handheld, *Monster Racers* will take you on a racing quest around the world. You will search out new breeds of monster to train, nurture and then race in a new sport called Monster Racers!

Pick a girl or boy to represent you in the game and then set off to meet a host of colourful characters as you explore the world. You will build lasting friendships with these people, make new allies and encounter tricky challenges from the racers that are lining up to take you on in a duel!

Monster Racers is a game that could have been made for Pokémon fans! It's made up of a mixture of real-time racing and platform action levels with the fun of collecting and breeding monsters. Unlike *Pokémon*, where you battle your collections though, in this game you race them instead!



This racing adventure begins in a place called Star Island and then takes you all over the world, racing monsters!



Go on big cow thing... you can beat the chicken monster!

WINNER! Winning races in the wild will allow you to capture a monster, with various breeds available. They each have HP, Speed and Power plus their own Turbo power.

info

PICK A PAL!

Pick the boy or girl to play as at the start and then take on the Star Seven – the top-ranked racers!

The skills you learn throughout the game will be tested to the max as you attempt to control your monsters and win each challenge. The races are played out in a side-scrolling way with monsters on multiple levels chasing after each other. There are power-ups littered about to pick up and lots of obstacles like boulders, icicles, meteors and even strong winds to avoid.

There's a variety of courses on offer and you will soon learn than some monsters race better on some terrains than others. Picking the best monster to win is part of the challenge! The races really pick up speed when each monster unleashes their Turbo skill on an unsuspecting opponent! Turbos perform various effects – the monster could grow bigger, generate a clone of itself, knock down others, add some invincibility or instantly put them at the head of the pack.

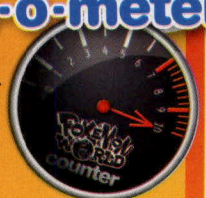
Four-player games can be played with just the one cartridge and new courses will be available for download online, along with a leaderboard for top scorers.

Monster Racers is shaping up nicely, we'll bring you more on the game in the coming months. The perfect Pokémon accompaniment!

Between races you get to explore the world of *Monster Racers*!

POKÉMON WORLD excite-o-meter

- Packed with monsters
- Great character design
- 1-4 players for more fun
- We can't wait until June!



Get ready to be excited about *Monster Racers*! Put your DS in our free carry case this issue and we'll have a review soon.

CHRONO TRIGGER®

Format DS • **Price** £29.99
Publisher Square-Enix • **Game type** RPG
Release 6 February • **Info** Time travel!

A time-travelling adventure where the hero must avoid the destruction of the world...

Only the most hardcore of British role-playing game fans will have heard of *Chrono Trigger*. The game was a massive hit on the Super Nintendo back in 1995 and was converted to the PlayStation in 1999, but neither console version ever got itself an official UK release.

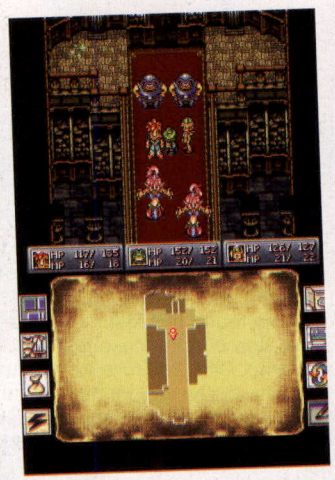
That is why this new Nintendo DS conversion is so exciting – it's the first time you can officially play the time-travelling adventure outside of Japan or America.

With the essence of the original adventure intact. Square-Enix has updated the game to give it portability, a dual-screen presentation and touch-screen functionality on the DS.

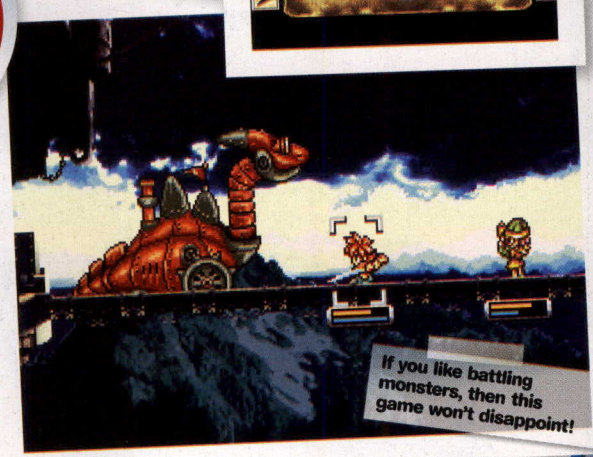
The story follows a young lad named Crono as he travels through time hoping to rescue his pal from past and present perils. A newly developed teleportation device malfunctioned at the Millennial Fair you see, and Crono's pal went AWOL! On the search Crono soon realises that much more is at stake though – he uncovers an evil force that is set to destroy the world! Now Crono must change the course of history to bring about a bright future for the world's inhabitants!

HISTORY...

Squaresoft first launched *Chrono Trigger* on an unsuspecting games public back in 1995 on the Super Nintendo. It was a massive success and was later converted to the Sony PlayStation in 1999. If you can't find this version, try *Final Fantasy Chronicles* on PlayStation from 2001 – the game was on this compilation, too!



WOW! This new Nintendo DS version of the game includes all of the bonus material that was included in the PlayStation port of the game – great for collectors!



If you like battling monsters, then this game won't disappoint!

Many RPG fans consider *Chrono Trigger* to be a masterpiece of the type. It has an engaging storyline that really draws you into the adventure, and there are three alternative endings, so you can play through multiple times and essentially get a new game!

Battling involves a combination of Tech Skills for magic and physical techniques along with the Active Time Battle system, which you might have used in the *Final Fantasy* games. Then there are seven eras of time that you can travel to, but you must always remember that actions in the past will affect things in the future. It is this unique fact that makes *Chrono Trigger* such an addictive and clever game.

Of course, there couldn't be a DS version without something new – they've squeezed a brand new monster-battling arena and areas called the Lost Sanctum and the Dimensional Vortex into the game, plus the second screen is used for a self-completing map.

If you love RPGs, then this one has to be on your wanted list!

Graphics are bright and colourful with good use of both DS screens.

Gamers have been shouting for a DS conversion of this for years, now they've got their wish!

POKÉMON WORLD excite-o-meter

- A classic role-playing game
- Lots of DS updates
- The music is excellent
- Can be frustrating

Packed with cool characters and evil villians and with a mind-boggling 14 possible endings, this is a must-have game!

Disney BOLT

Format All • Price £19.99-£29.99
Publisher Disney • Game type Action
Release 13 February • Info Disney dogs!

From big-screen blockbuster to a console near you. Let us introduce Disney's new dog...

Life was sweet for Bolt. He was a big Hollywood TV star and thought there was nothing he couldn't do. Then he found himself shipped to the other side of America, ending up in New York City. *Bolt* follows the pup as he treks across the country, hoping to find his way home. He soon realises that the superpowers he thought he had don't work in the real world!

The game uses the movie as a starting point, expanding on the action and story elements to create a fun and rewarding game that is out on all formats. We played the Xbox 360 version, which has some super-slick graphics on show.

You can choose to be Bolt for your adventure and get to play with his superpowers, like the superbark or laser vision, or as his owner Penny, which gives a more stealth-based game with some cool hacking skills to master.

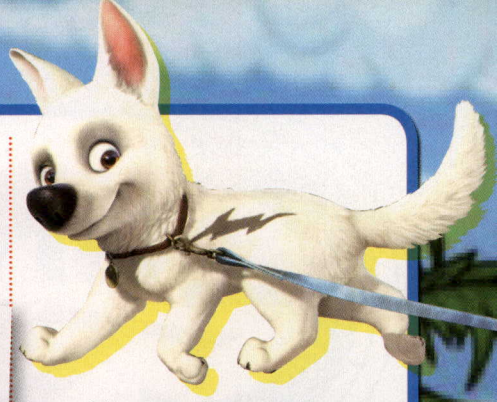
If it's a DS you've got then you can look forward to co-op multiplayer games, lots of mini-game fun and connection to DGamer – Disney's new connected game community!

VOICES...

In the movie, the voice of Bolt comes from John Travolta, a man more famous for his role in the musical movie *Grease* or the gritty *Pulp Fiction*. Ask your mum or dad if you don't know who he is!

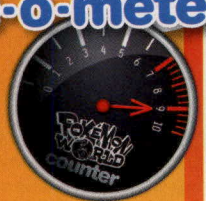
You can enter cheats in the game to spice things up a bit.

As you would expect, Bolt is packed with all kinds of mini-games.



POKÉMON WORLD excite-o-meter

- Super-slick visuals
- More than a film conversion
- Being Bolt is lots of fun
- The game is very long



Once you've seen the new movie you will want to rush out and buy this, and you won't be disappointed on any console!

BOMBERMAN

Format DS • Price £29.99
Publisher Konami • Game type Arcade
Release 13 February • Info It's a blast!

He's the legendary star of the best arcade games on any console system, and now he's back on the Nintendo DS...

Little Bomberman has been around since 1983, but don't let that put you off! Hudson Soft has dusted him off and given his gameplay a complete overhaul for this new DS incarnation.

The game has a new, more open format with missions to complete as you play, while maintaining the dropping-bombs-in-the-path-of-your-mates addictive gameplay that has made the series famous. There are, of course, multiple bombs and all kinds of cool power-ups to collect and massive end-of-level bosses to blast that will test your bombing accuracy, with timed detonations needed to see them off.

HOW MANY?

Since debuting in 1983, Bomberman has appeared in over 60 games!

Multiplayer *Bomberman* on the DS is many gamers' idea of heaven!

You can now customise Bomberman too, with over 160,000 extras hidden away to bolt on! Of course, *Bomberman* has always been all about the multiplayer options and a four-player DS game via either Wi-Fi, or eight-player using a wireless service will get all *Bomberman* fans climbing the walls! If you've not played *Bomberman*, you can't call yourself a gamer!

POKÉMON WORLD excite-o-meter

- All-new gameplay
- The return of bosses
- Up to eight players
- Not so much fun on your own

The *Bomberman* games are legendary and this DS offering could rank among the best ever made!

DRAGON QUEST®

The Hand of the Heavenly Bride

Format Nintendo DS • **Price** £29.99
Publisher Square-Enix • **Game type** RPG
Release 20 Feb • **Info** More Zenithia Trilogy!

Many role playing fans think of this game as the best in the *Dragon Quest* series...

Believe it or not, this Nintendo DS release of *The Hand of the Heavenly Bride* is the first time this part of the *Dragon Quest* series has been officially playable in Europe! The original Super Famicom (SNES to you and me) game was released in 1992, but in Japan only. Square did do a Japanese remake for PS2 in 2004, but again it never saw a UK release, so all fans of RPGs are in for another Square-Enix treat!

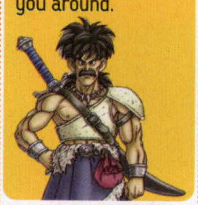
The game will take you on a journey involving three generations of the same family. Starting out as a kid, the young hero gets to travel the world with his dad, Papas. There are many exciting encounters to be had as the hero grows into a strong young man, then he's all set to step out on his own, the biggest choices of his life still to be made! As you travel you will encounter enemies to be dealt with, make some great friends, and even take yourself a bride and start a family (presumably with sleepless nights and nappies as a mini-game)! All this set in a vast and beautiful world that really brings the Nintendo DS to life.

REMAKE! Just like *Dragon Quest: The Chapters of the Chosen* before it, this game is a remake of the original that came out on the Super Nintendo in Japan back in 1992.

info

PEOPLE...

Young Hero You start out as a six-year-old boy, journeying around the world with...
Papas Your dad, and once king of Granbania. He searches for the Legendary Hero, and his wife.
Bianca She's the daughter of the Alkapa innkeepers.
Flora Another girl on the scene! The daughter of Ludman, a wealthy man from Salabona.
Borongo Along with Bianca, you save this panther cub, who then follows you around.



Monster mashing is high on the agenda in this adventure, with battles jumping out on you as you progress. Defeat the monsters and you can recruit their ugly mugs in detail before you slay them! A wonderful orchestral backing track is the icing on the cake.

If you love Pokémon, you will get a real kick out of the graphic style of *Dragon Quest*.

and arm them to join you in the next battle. There's lots of treasure to find too, essential stuff for those who like to complete a game 100 per cent.

Of course, this *Dragon Quest* update has been given a complete overhaul in the audio and visual department. The graphics are in most part presented in 3D, with a colourful and busy world playing out over both DS screens. Monster battles flip to a close-up screen where you get to see

their ugly mugs in detail before you slay them! A wonderful orchestral backing track is the icing on the cake.

Square-Enix is truly the master of role-playing games, and these DS updates are some of the best around. Buy and complete this one quick – *Dragon Quest: Realms of Reverie* is on its way next!

POKÉMON WORLD excite-o-meter

- First time ever in the UK
- A brilliant DS conversion
- Packed with mad monsters
- Similar to other DQ games

Just like *Pokémon*, the *Dragon Quest* games might look similar, but they offer some truly magical RPG goodness!

Also available this month...

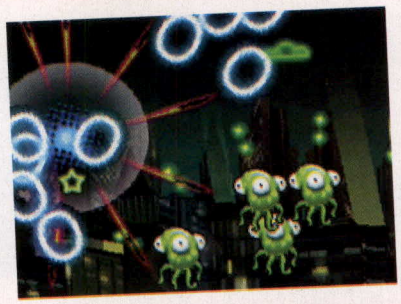
The Sims 3

Format PC • Price £39.99
Publisher Electronic Arts • Game type Sim
Release 20 February • Info A new Sims!

If you know about games then you've surely played *The Sims* at some point, right? It's hard to believe this can only be *The Sims 3*, as so many add-on packs and upgrades have meant a new *Sims* release twice a year for, well, years! So what's different this time around? Well, you can customise the appearance of your Sims and choose five personality traits from more than 60 including insane, evil and kleptomaniac (that means they like to steal things)! There is also new goal-based gameplay rather than the never-ending style of old *Sims*. You get to choose the short- and long-term objectives for your creation and control your Sim's destiny. Lots more online, too.

Big Bang Mini

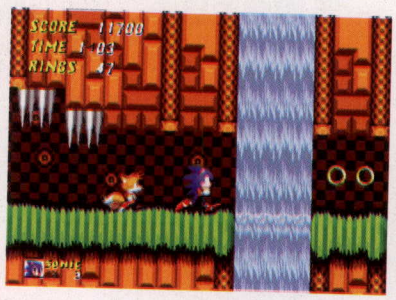
Format Nintendo DS • Price £29.99
Publisher SouthPeak • Game type Shooter
Release 20 February • Info Fireworks in Feb!



Genius really. Take fireworks, then shoot-'em-up gameplay and meld the two together with lots of special visual effects and some toe-tapping tunes. What you get is *Big Bang Mini*! You're basically going to be creating your own fireworks displays using the DS stylus and touch screen. There are nine worlds to explore, with multiple stages in each and plenty of distractions like collecting stars dropped by defeated enemies and an end-of-level Final Bouquet where a masterpiece will light up the sky! There are plenty of gameplay modes and options to give the game extra depth and online rankings so that you can show off your high scores to your mates. Brilliant!

Sega Mega Drive Ultimate Collection

Format Xbox 360, PS3• Price £29.99
Publisher Sega • Game type Compilation
Release 27 February • Info 16-bit beauties!



We've got copies of this retro classic to give away this issue and the games in this compilation need no introduction. If you haven't played *Sonic the Hedgehog* in its original form, then where have you been? It's fast-paced, colourful and packed with cool gameplay elements. Add to this another 40 Mega Drive games like *Ecco the Dolphin*, *Columns*, *Space Harrier*, *Streets of Rage* and the *Sonic 2* and *3* sequels and you haven't got hours of fun in store – you've got months! Remember, these games were an entire console's best output, and you're getting them all on one disc!

Tomb Raider: Underworld

Format PlayStation2 • Price £29.99
Publisher Eidos • Game type Adventure
Release Out now • Info Now on PS2, too!

Warmly received on the major console platforms in time for Christmas, now it's the turn of the PlayStation2, and we know our readers play a lot of PS2! This is one of Lara Croft's best adventures yet, with advanced exploration-based gameplay that introduces a new level of challenge to the game with mysteries to solve in exotic locations all around the world. Coming next for Lara fans is a bunch of downloadable extra chapters for Xbox Live Arcade. *Underworld – Beneath the Ashes* and *Underworld – Lara's Shadow* will keep you busy!

Family Ski & Snowboard

Format Nintendo Wii • Price £34.99
Publisher Atari • Game type Sports
Release 20 Feb • Info How's your balance?

Has your mum already got fed up of the Wii Fit and decided that she can't live without chocolate biscuits? Well, here's a new use for the Will Balance Board she got for Christmas (maybe?) – this cool skiing and snowboarding game from Namco and Atari uses the board to control the action on the slopes. Take a trip to Mount Angrio and the cool Jamboree Snow Resort where you can customise your own character and play on vast free-riding areas, with more mountain terrain than has ever been seen in a Wii game before! There are half-pipe courses, ski challenges and fun aplenty!

Mystery Case Files: Millionheir

Format Nintendo DS • Price £29.99
Publisher Nintendo • Game type Seek and solve
Release 6 February • Info It's a mystery!

Nintendo's strategy these days seems to be creating games that you can pick up and play for just a few minutes, or sit down and spend hours with. *Mystery Case Files: Millionheir* is an interactive detective story where the overall mission is to spot the hidden clues and find the rightful heir to the fortune of eccentric millionaire Phil T Rich. The graphics are made up of beautiful, intricately detailed painted scenes with hidden items to find to move forward. There are 12 potential heirs to the fortune, each one must be examined and more than 1,000 objects uncovered. Tricky puzzles and multiplayer options will keep you playing.

Have you checked out the world's Number 1 Pokémon battling website yet? Point your browser to www.pokemonfaceoff.com right now!

POKÉMON
WORLD

Out 20.02.09
DRAGON QUEST

The Hand of the Heavenly Bride

www.dragonquest-game.com

12+
www.pegi.info

NINTENDO DS. SQUARE ENIX.

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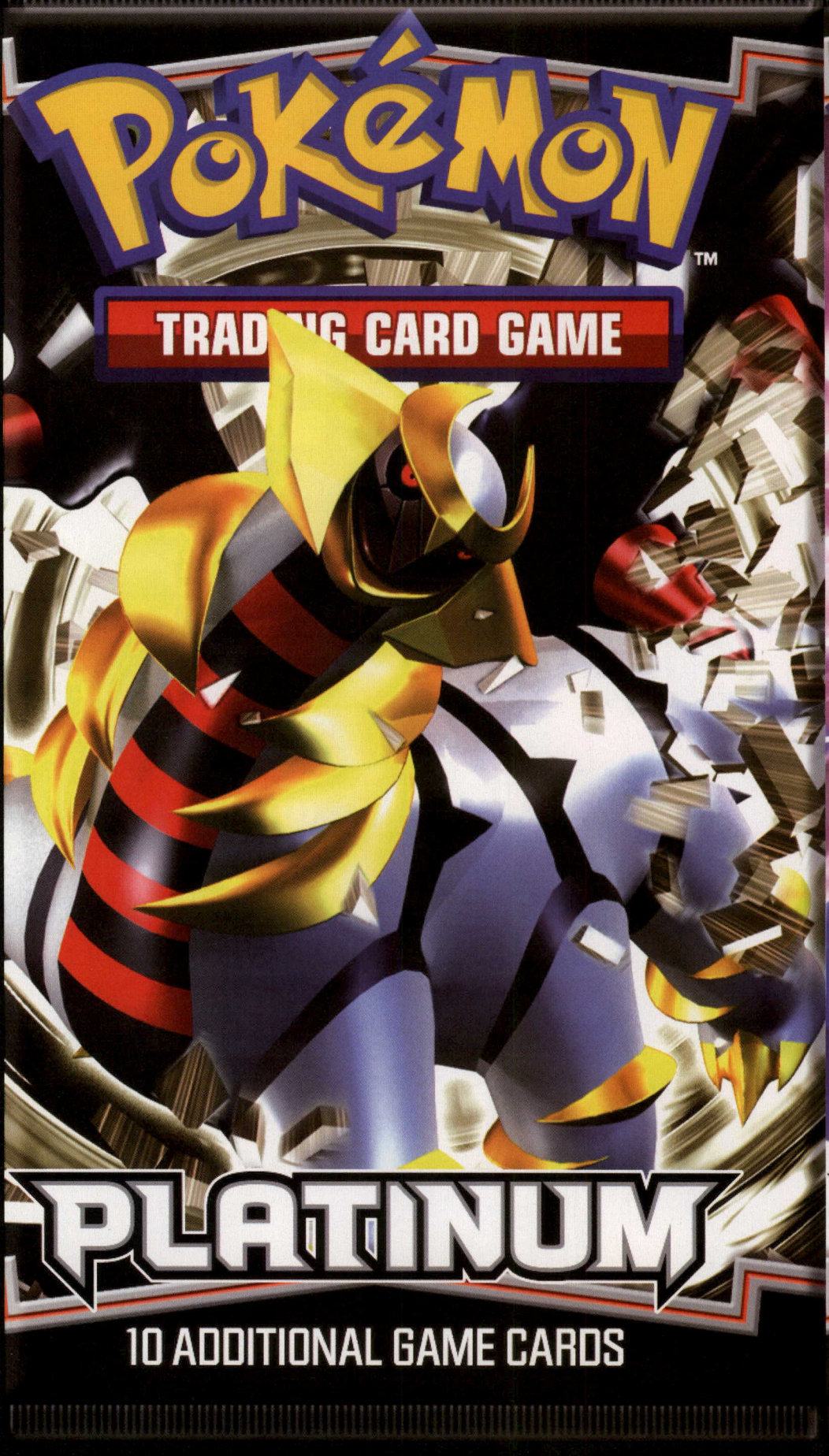
Platinum Expansion Set

With an official launch date for the English translation of the Platinum Expansion Set announced as 11 February, it's an exciting time for all fans of the Pokémon Trading Card Game. In Japan it is known as Galactic's Conquest. This release will mean the end of trading cards with the Diamond & Pearl logo on them, it's all Platinum from here on in...



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BEYOND DANGER.
THE BATTLE BEGINS
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Disney

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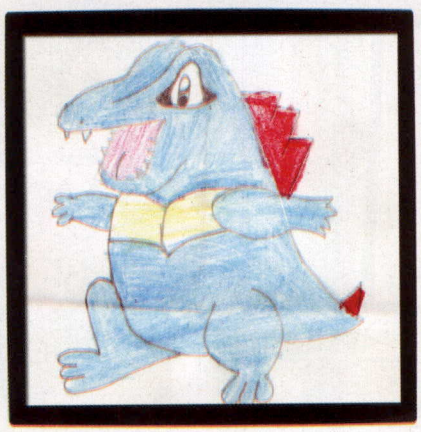
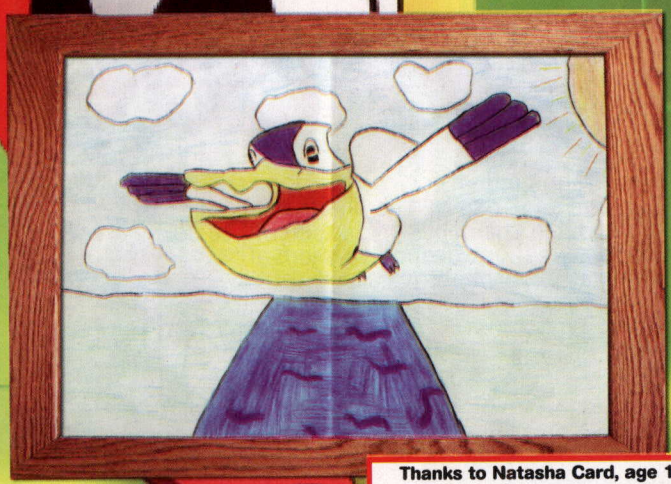
Pika-Pics

Take a look at some of the brilliant Pokémon pictures that have turned up in our postbag recently...

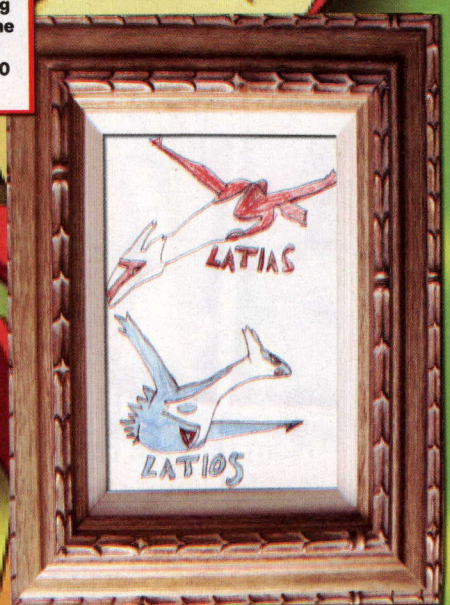


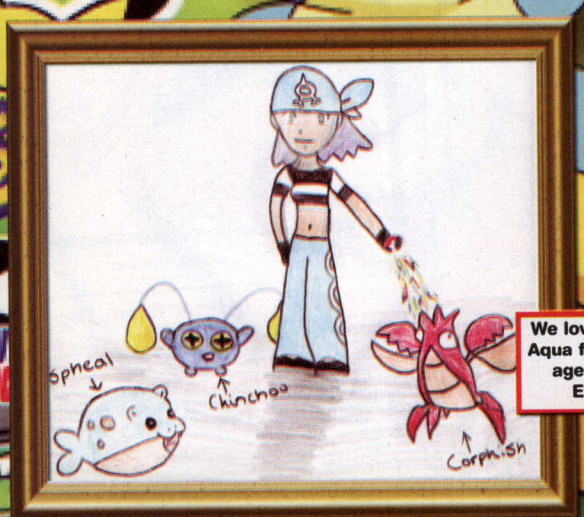
Sean Kelly, age 9 from Glasgow has done this brilliant picture of Totodile.



Thanks to Natasha Card, age 10 from Yeovil for this Pelipper pic. She has collected every issue of Pokémon World – well done!

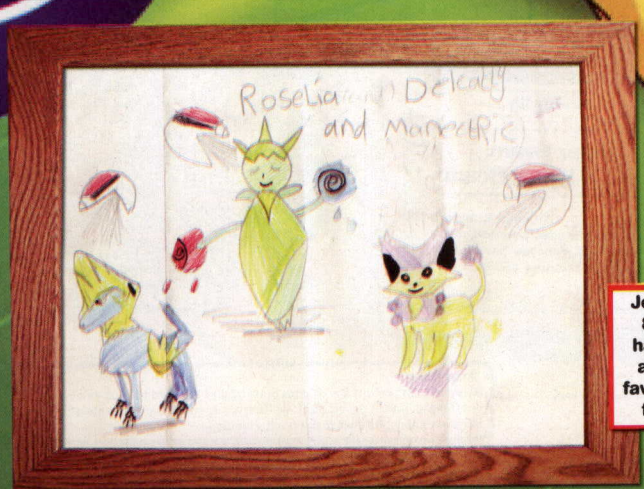
No prizes for guessing which Pokémon are the favourites of Kurtis Hegarty, age 10 from Leasowe.





We love this pic of Team Aqua from Rachel Green, age 10 from Tadley. Excellent work!

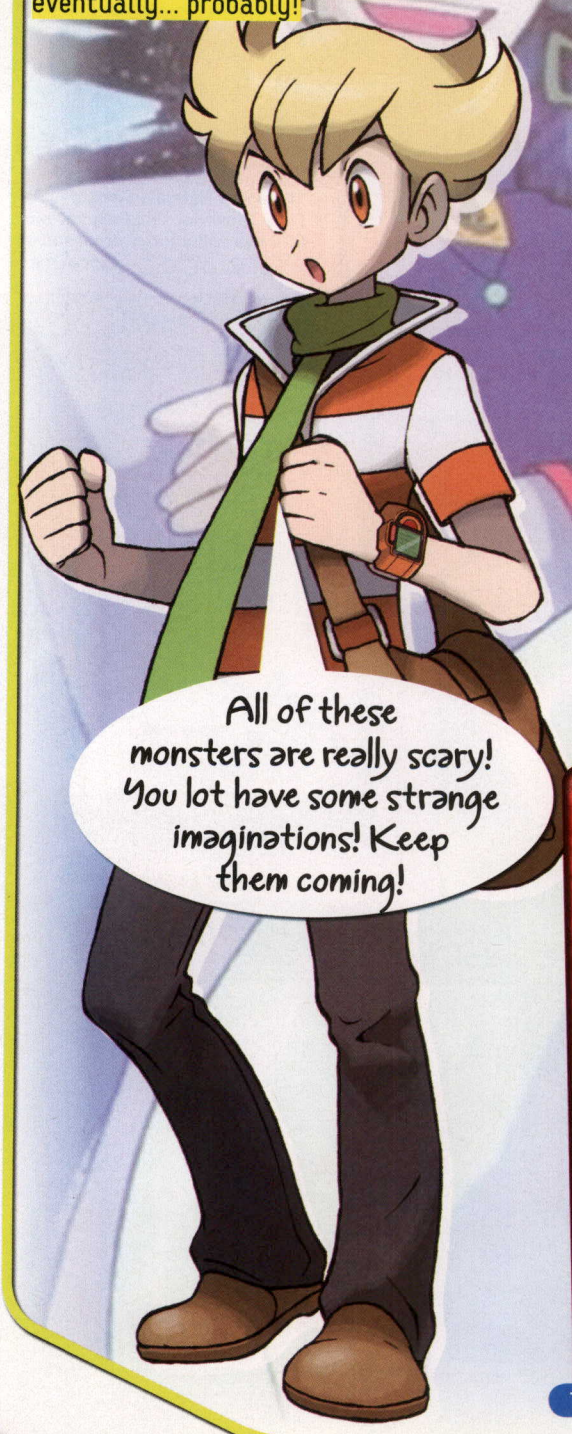
Good colouring here from Nathaniel Willis, age 10 from Birmingham.



Jodie Talbot, age 8 from Penrith has put together a picture of her favourite monsters for us. Thanks!

DESIGN A MONSTER!

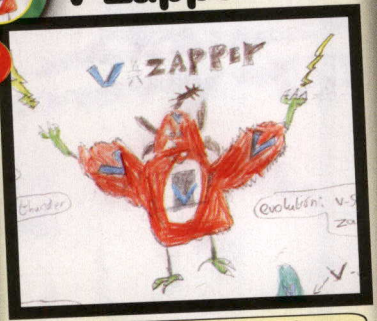
"Where's my monster?" I hear you cry... If you've sent one in, the chances are it's sitting with the other 4,234 waiting to be printed. We'll get around to them all eventually... probably!



Evolution: V-Stone on Zapdos

V-Zapper

7



Pokémon type: Flying/Thunder

Special attacks: Flying Bolt, Thunder Strike, Mega V-Blast

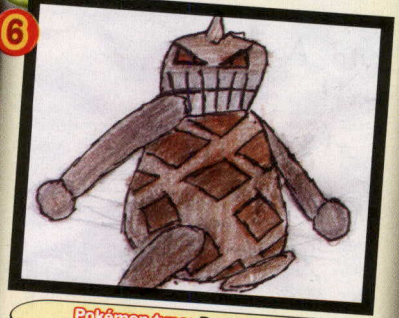
Brief Description: The first V-Zapper was seen on a mountain. Now V-Zappers make millions of baby Zapdoses and they use V-Stones to evolve. All V-Stones are found underwater.

Huo Quan, age 10, Hartlepool

Evolution: Give Baltoy a Moon Stone

Redol

6



Pokémon type: Dark/Ground

Special attacks: Hyper Beam, Dig, Horn Drill, Dynamic Punch

Brief Description: Redol is found in the forest, only at night. Redol is so rare that it is believed that there is only one!

David Ao Ieong, age 11, Northampton

Evolution: Evolves from Groundon

Groudox Ex

5

Pokémon type: Fire/Earth

Special attacks: Solar Beam, Explosion, Eruption, Hyper Beam

Brief Description: Groudox Ex lives in Magma. When it uses eruption, every volcano erupts. Very few have faced this awesome creature and lived to tell the tale.

Thomas Eisender, age 9, Hebburn

DID YOU KNOW?
Japanese airline ANA have two Pokémon jets. They can often be seen flying around the world!

Important
Sadly we can't return any of your drawings, as it would take us all day just putting pictures in envelopes! We do try to print as many monsters as we can, but inevitably not all will make it onto the page.

MONSTER OF THE MONTH!

Evolution: Use Leaf Stone on Eevee

Leafeon

1

Pokémon type: Grass

Special attacks: Vine Whips, Razorleaf, Leech Seed, Sunny Day

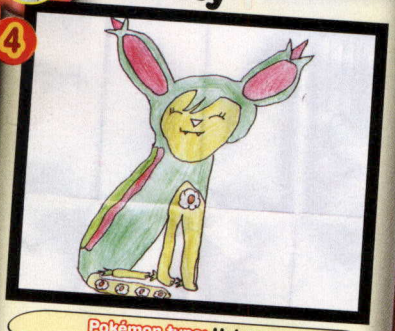
Brief Description: This Pokémon is very friendly to people and it has a leaf on its head so it gets nutrients from the sun. If Team Rocket try to attack, just see what it can do!

Sean Maidment, age 14, Selsey

Evolution: Give Skitty a sweet scent

Flority

4



Pokémon type: Unknown

Special attacks: Attract, Bite, Flower Beam, Solar Beam

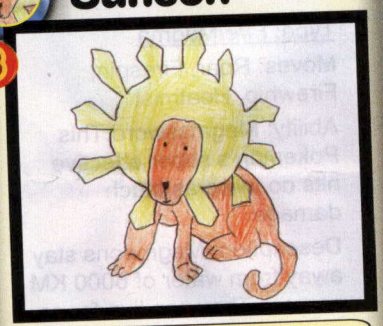
Brief Description: Flority lives in fields with dandelions. If anyone comes near it will charge and scratch with its huge claws.

Nicola Irvine, age 9, Dumfries

Evolution: Unknown

Suneon

3



Pokémon type: Fire/Sun

Special attacks: Growl, Sunny Day, Solarbeam, Ember

Brief Description: This Pokémon is said to be able to walk on lava and survive at a harsh temperature of over 3500°c. It has a Sunshield that stops its foe's ability if it is a Fire-type.

Mr No Name, nowhere

Evolution: Pre-evolution of Meowth

Purrth

2

Pokémon type: Normal/Dark

Special attacks: Furry Cutter, Pay Day, Pound, Bite

Brief Description: This Pokémon can only be obtained so far from two Meowths breeding... but within a year or so it should have evolved into a Meowth.

Marcos Nikraftar, age 11

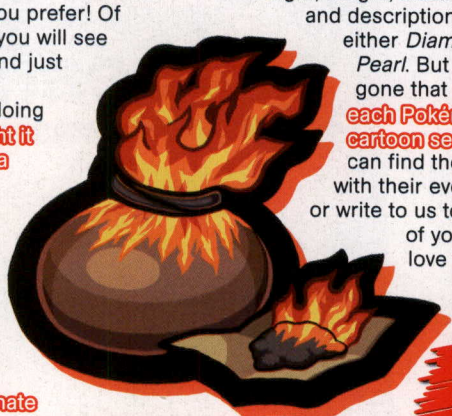
SEND IN YOUR CREATION...

If you've drawn a grisly monster and you would like to share it with other Pokémon World readers, then either email it to pokemonworld@imagine-publishing.co.uk making sure you put 'Design-A-Monster' in the subject line, or send it by post to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

POKÉMON WORLD POKÉDEX CARDS

So how are you getting on with your Pokémon World Pokédex Card collection, eh? We have been printing cards now for 13 issues. **18 Pokémon cards per issue – so that's a total of 234 cards so far.** With 493 Pokémon to collect that means you have another 259 to go, or 15 issues of the magazine if you prefer! Of course, we know you will see it through to the end just like us!

The reason for doing this? Well, **we thought it would be a good idea to bring you some collectable cut-out cards each issue**, printing the fronts and backs on back-to-back pages so that you can **cut them out and laminate them, if you wish, to create the ultimate collection of Pokémon** in National Pokédex order. We've made sure the cards include all the Pokémon stats you need, so that **you can play a *Top Trumps*-like game with them if you wish**, along with the Pokémon type, height, weight, classification and description from either *Diamond* or *Pearl*. But then we've gone that little bit further to **give you each Pokémon's first appearance in the cartoon series and the location** you can find them in the DS games, along with their evolution chain. Why not email or write to us to tell us if you're making use of your collectable cards – we'd love to see some photos of you playing with them! Enjoy the Pokédex!



All the base stats are here for you to check out before using a Pokémon in the videogames.

We've given you the sprite from *Diamond* and *Pearl*, and another sprite either from the earliest game this Pokémon appears in, or its back sprite if it's a new one.

Believe it or not, you'll find the name of the Pokémon and its National Pokédex number at the top of the card!

Want to know if this Pokémon has starred in the Pokémon anime? Find out here! If it hasn't appeared, we give you some other nugget of info.

All the main info is on the front of the card – type, classification, height, weight, ability and the description from *Diamond* and *Pearl*.

We've given you the location of this Pokémon in *Diamond* and *Pearl* so you can find it for yourself!

Want to know the evolution chain for this Pokémon? You'll find it here along with how it evolves.

Lopunny

National Pokédex No. 428

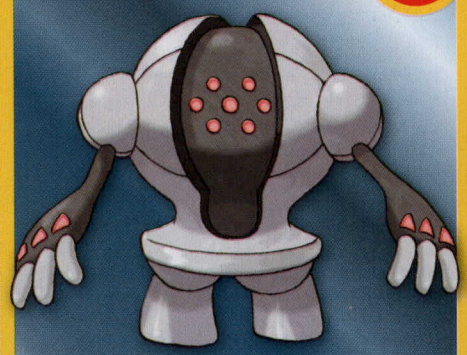
Type: NORMAL Classification: Rabbit Pokémon

Height: 3' 11" Weight: 73.4 lbs Ability: Cute Charm & Klutz

Description: It is very conscious of its looks and never fails to groom its ears. It runs with sprightly jumps.

Registeel

National Pokédex No. 379



Type: STEEL Classification: Iron Pokémon

Height: 6' 03" Weight: 451.9 lbs Ability: Clear Body

Description: Tempered by pressure underground over tens of thousands of years, its body cannot be scratched.

Porygon2

National Pokédex No. 233

Type: NORMAL Classification: Virtual Pokémon

Height: 2' 00" Weight: 71.6 lbs Ability: Trace & Download

Description: With planetary development software installed, it became capable of working in space.

Oddish

National Pokédex No. 43

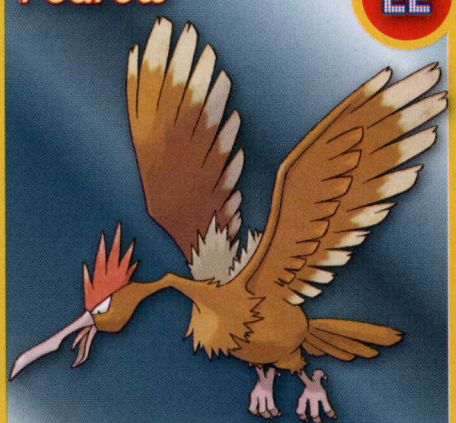
Type: GRASS POISON Classification: Weed Pokémon

Height: 1' 08" Weight: 12.0 lbs Ability: Chlorophyll

Description: It often plants its root feet in the ground during the day and sows seeds as it walks about at night.

Fearow

National Pokédex No. 22



Type: NORMAL FLYING Classification: Beak Pokémon

Height: 3' 11" Weight: 83.8 lbs Ability: Keen Eye

Description: It has the stamina to keep flying all day on its broad wings. It fights by using its sharp beak.

Sceptile

National Pokédex No. 254

Type: GRASS Classification: Forest Pokémon

Height: 5' 07" Weight: 115.1 lbs Ability: Overgrow

Description: The leaves that grow on its arms can slice down thick trees. It is without peer in jungle combat.

Onix

National Pokédex No. 95

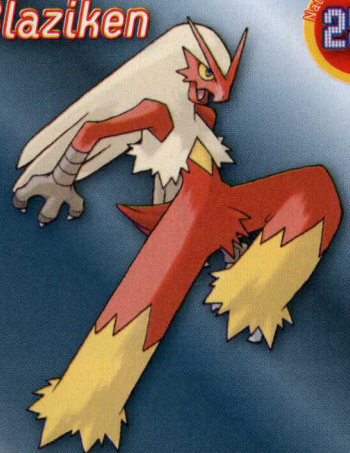
Type: ROCK GROUND Classification: Rock Snake Pokémon

Height: 28' 10" Weight: 463.0 lbs Ability: Rock Head & Sturdy

Description: When it travels underground, it causes rumbling and tremors. It can move at 50mph.

Blaziken

National Pokédex No. 257



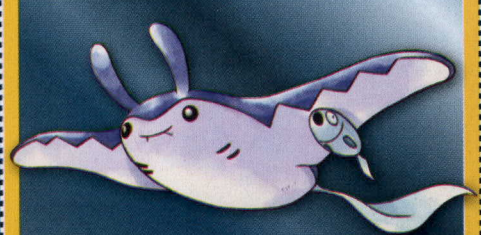
Type: FIRE FIGHT Classification: Blaze Pokémon

Height: 6' 03" Weight: 114.6 lbs Ability: Blaze

Description: Flames spout from its wrists, enveloping its knuckles. Its punches scorch its foes.

Mantine

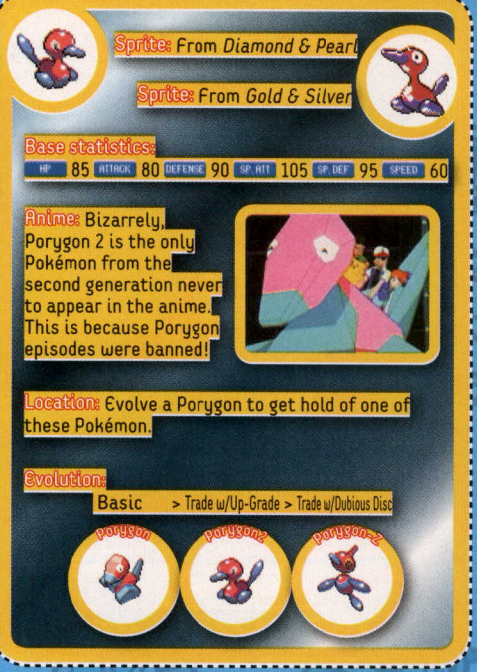
National Pokédex No. 226

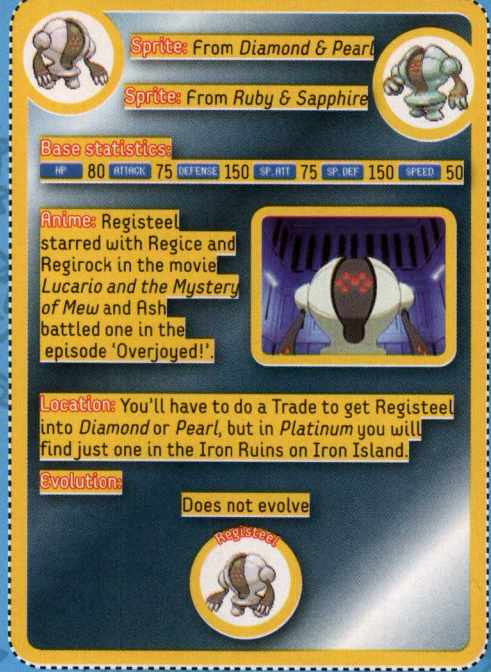


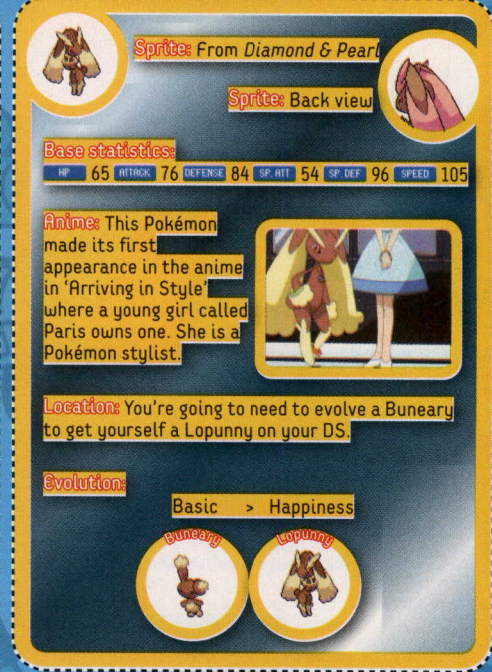
Type: WATER FLYING Classification: Kite Pokémon

Height: 6' 11" Weight: 485.0 lbs Ability: Swift Swim & Water Absorb

Description: When the waves are calm, one may encounter a swarm of Mantine swimming as if they are in flight.

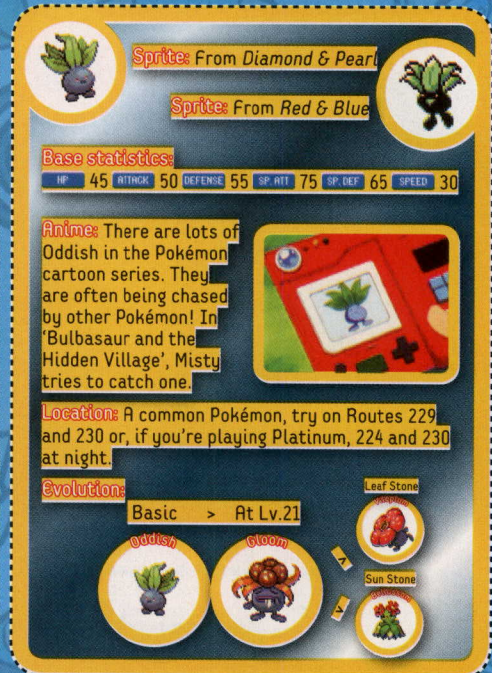

Sprite: From Diamond & Pearl
Sprite: From Gold & Silver
Base statistics:
HP 85 ATTACK 80 DEFENSE 90 SP. ATT 105 SP. DEF 95 SPEED 60
Anime: Bizarrely, Porygon 2 is the only Pokémon from the second generation never to appear in the anime. This is because Porygon episodes were banned!
Location: Evolve a Porygon to get hold of one of these Pokémon.
Evolution:
Basic > Trade w/Up-Grade > Trade w/Dubious Disc
Porygon
Porygon2
Porygon-Z

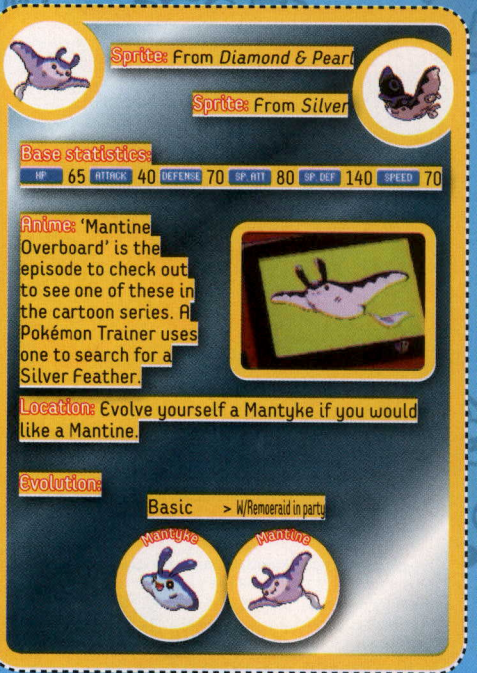

Sprite: From Diamond & Pearl
Sprite: From Ruby & Sapphire
Base statistics:
HP 80 ATTACK 75 DEFENSE 150 SP. ATT 75 SP. DEF 150 SPEED 50
Anime: Registeel starred with Regice and Regirock in the movie Lucario and the Mystery of Mew and Ash battled one in the episode 'Overjoyed!'.
Location: You'll have to do a Trade to get Registeel into Diamond or Pearl, but in Platinum you will find just one in the Iron Ruins on Iron Island.
Evolution:
Does not evolve
Registeel


Sprite: From Diamond & Pearl
Sprite: Back view
Base statistics:
HP 65 ATTACK 76 DEFENSE 84 SP. ATT 54 SP. DEF 96 SPEED 105
Anime: This Pokémon made its first appearance in the anime in 'Arriving in Style' where a young girl called Paris owns one. She is a Pokémon stylist.
Location: You're going to need to evolve a Buneary to get yourself a Lopunny on your DS.
Evolution:
Basic > Happiness
Buneary
Lopunny

Sprite: From Diamond & Pearl
Sprite: From Ruby & Sapphire
Base statistics:
HP 70 ATTACK 85 DEFENSE 65 SP. ATT 105 SP. DEF 85 SPEED 120
Anime: A Trainer called Tyson has a Sceptile that he uses to battle an Aggron in 'Shocks and Bonds'.
Location: There are no Sceptile in your DS games, you will have to Trade or use the Pal Park.
Evolution:
Basic > At Lv.16 > At Lv.36
Treecko
Grovyle
Sceptile

Sprite: From Diamond & Pearl
Sprite: From Red & Blue
Base statistics:
HP 65 ATTACK 90 DEFENSE 65 SP. ATT 61 SP. DEF 61 SPEED 100
Anime: Ash attacked Gary Oak's Spearow in the first episode, and it evolved into a Fearow just before 'Pallet Party Panic'.
Location: Get down to Routes 225, 226 and 227 or try Stark Mountain.
Evolution:
Basic > At Lv.20
Spearow
Fearow


Sprite: From Diamond & Pearl
Sprite: From Red & Blue
Base statistics:
HP 45 ATTACK 50 DEFENSE 55 SP. ATT 75 SP. DEF 65 SPEED 30
Anime: There are lots of Oddish in the Pokémon cartoon series. They are often being chased by other Pokémon! In 'Bulbasaur and the Hidden Village', Misty tries to catch one.
Location: A common Pokémon, try on Routes 229 and 230 or, if you're playing Platinum, 224 and 230 at night.
Evolution:
Basic > At Lv.21
Leaf Stone
Sun Stone
Oddish
Gloom


Sprite: From Diamond & Pearl
Sprite: From Silver
Base statistics:
HP 65 ATTACK 40 DEFENSE 70 SP. ATT 80 SP. DEF 140 SPEED 70
Anime: 'Mantine Overboard' is the episode to check out to see one of these in the cartoon series. A Pokémon Trainer uses one to search for a Silver Feather.
Location: Evolve yourself a Mantyke if you would like a Mantine.
Evolution:
Basic > W/Remoraid in party
Mantyke
Mantine

Sprite: From Diamond & Pearl
Sprite: From Ruby & Sapphire
Base statistics:
HP 80 ATTACK 120 DEFENSE 70 SP. ATT 110 SP. DEF 70 SPEED 80
Anime: Harrison uses a Blaziken to defeat a Sneasel in the episode 'Pop Goes The Sneasel'.
Location: Nope, no Blaziken in the DS games. Try the Pal Park Field or use a Trade.
Evolution:
Basic > At Lv.16 > At Lv.36
Torchic
Combusken
Blaziken

Sprite: From Diamond & Pearl
Sprite: From Red & Blue
Base statistics:
HP 35 ATTACK 45 DEFENSE 160 SP. ATT 30 SP. DEF 45 SPEED 70
Anime: Check out the episode 'Showdown in Pewter City' where you will see an Onix owned by Brock.
Location: A common Pokémon, try on Stark Mountain, Victory Road, Oreburgh Mine, Snowpoint Temple or Iron Island.
Evolution:
Basic > Trade w/Metal Coat
Onix
Steelix

Prinplup

National Pokédex No. 394

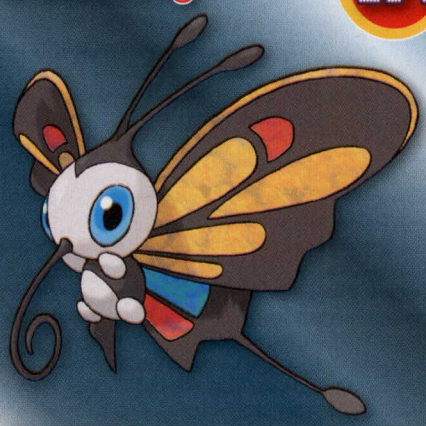
Type: WATER | Classification: Penguin Pokémon

Height: 2' 07" | Weight: 50.8 lbs | Ability: Torrent

Description: It lives alone, away from others. Apparently, every one of them believes it is the most important.

Beautifly

National Pokédex No. 267



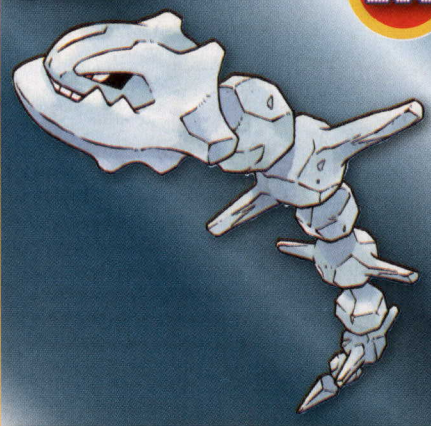
Type: BUG FLYING | Classification: Butterfly Pokémon

Height: 3' 03" | Weight: 62.6 lbs | Ability: Swarm

Description: It has an aggressive nature. It stabs prey with its long, narrow mouth to drain the prey's fluids.

Steelix

National Pokédex No. 208



Type: STEEL GROUND | Classification: Iron Snake Pokémon

Height: 30' 02" | Weight: 881.8 lbs | Ability: Rock Head & Sturdy

Description: It chews its way through boulders with its sturdy jaws. Its eyes can see in the darkness underground.

Moltres

National Pokédex No. 146

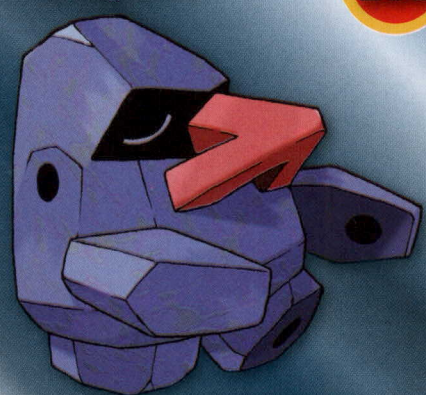
Type: FIRE FLYING | Classification: Flame Pokémon

Height: 6' 07" | Weight: 132.3 lbs | Ability: Pressure

Description: One of the legendary bird Pokémon. It is said that its appearance indicates the coming of spring.

Nosepass

National Pokédex No. 299



Type: ROCK | Classification: Compass Pokémon

Height: 3' 03" | Weight: 213.8 lbs | Ability: Sturdy & Magnet Pull

Description: Its nose is a magnet. As a result, this Pokémon always keeps its face pointing north.

Wobbuffet

National Pokédex No. 202

Type: PSYCHIC | Classification: Patient Pokémon

Height: 4' 03" | Weight: 63.0 lbs | Ability: Shadow Tag

Description: It desperately tries to keep its black tail hidden. It is said to be proof the tail hides a secret.

Sentret

National Pokédex No. 161

Type: NORMAL | Classification: Scout Pokémon

Height: 2' 07" | Weight: 13.2 lbs | Ability: Run Away & Keen Eye

Description: It has a very nervous nature. It stands up high on its tail so it can scan wide areas.

Gabite

National Pokédex No. 444

Type: DRAGON GROUND | Classification: Cave Pokémon

Height: 4' 07" | Weight: 123.5 lbs | Ability: Sand Veil

Description: It habitually digs up and hoards gems in its nest. Its loot is constantly targeted by thieves.

Ekans

National Pokédex No. 23

Type: POISON | Classification: Snake Pokémon

Height: 6' 07" | Weight: 15.2 lbs | Ability: Intimidate & Shed Skin

Description: It sneaks through grass without making a sound and strikes unsuspecting prey from behind.

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 75 ATTACK 80 DEFENSE 85 SP. ATT 100 SP. DEF 90 SPEED 50

Anime: A Pokémon with its own episode – check out 'Nerves of Steelix' where a girl called Jasmine has one in her Pokémon collection.

Location: In *Diamond*, *Pearl* and *Platinum*, try Victory Road and Iron Island, and in the first two games you can also try Snowpoint Temple.

Evolution:
Basic > Trade w/Metal Coat

Onix → Steelix

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 60 ATTACK 70 DEFENSE 50 SP. ATT 90 SP. DEF 50 SPEED 65

Anime: A young girl called Janet had a Beautifly in the episode 'All Things Bright and Beautifly'; she used it in a Pokémon contest.

Location: These are common Pokémon. Try Routes 224 and 230 or in the Eterna Forest.

Evolution:
Basic > At Lv.7 > At Lv.10

Wurmple → Silcoon → Beautifly

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 64 ATTACK 66 DEFENSE 68 SP. ATT 81 SP. DEF 76 SPEED 50

Anime: There's a group of new Pokémon Trainers in 'Dawn of a New Era' and the girl has a Prinplup to battle with.

Location: A Piplup will have to be evolved to get an Prinplup into your game.

Evolution:
Basic > At Lv.16 > At Lv.36

Piplup → Prinplup → Empoleon

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 190 ATTACK 33 DEFENSE 58 SP. ATT 33 SP. DEF 58 SPEED 33

Anime: Team Rocket's Jessie has a Wobbuffet that has appeared in nearly every episode since 'Tricks of the Trade' where she traded her Lickitung for it.

Location: Lake Verity, Lake Valor using the PokéRadar or Lake Acuity are good places to look.

Evolution:
Basic > At Lv.15

Wynaut → Wobbuffet

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 30 ATTACK 45 DEFENSE 135 SP. ATT 45 SP. DEF 90 SPEED 30

Anime: 'A Winner By a Nosepass' sees the Gym Leader Roxanne of Rustboro City. She used it in battle against Ash himself!

Location: Look around Route 206, these are Swarm Pokémon.

Evolution:
Basic > Lv Up in Mt Coronet

Nosepass → Probopass

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 90 ATTACK 100 DEFENSE 90 SP. ATT 125 SP. DEF 85 SPEED 90

Anime: The movie *The Power of One* saw Moltres' first appearance in the anime. Lawrence III hatched an idea to capture the three Legendary Birds.

Location: You will have to Trade to get this Pokémon, or if you have Platinum you can find one roaming around Sinnoh.

Evolution:
Does not evolve

Moltres

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 35 ATTACK 60 DEFENSE 44 SP. ATT 40 SP. DEF 54 SPEED 55

Anime: In the episode 'A Poached Ego!' a Pokémon poacher captured a group of Ekans.

Location: You will need to use the Dongle method to get this Pokémon. Use FireRed and try looking around Route 212.

Evolution:
Basic > At Lv.22

Ekans → Arbok

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 68 ATTACK 90 DEFENSE 65 SP. ATT 50 SP. DEF 55 SPEED 82

Anime: The first appearance of Gabite was in the special episode called 'Pokémon Mystery Dungeon 2'. It was fed up of other Pokémon wanting its scales!

Location: Evolving a Gible is the only way to get a Gabite into your DS *Diamond* or *Pearl* games. In *Platinum* it is on the Victory Road.

Evolution:
Basic > At Lv.24 > At Lv.48

Gible → Gabite → Garchomp

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 35 ATTACK 46 DEFENSE 34 SP. ATT 35 SP. DEF 45 SPEED 20

Anime: A young Sentret hi-jacked Team Rocket's Arbo-Tank in the episode 'Tanks Alot'.

Location: A rare Pokémon, you will have to use the PokéRadar and look around Route 202.

Evolution:
Basic > At Lv.15

Sentret → Furret

WIN! WIN! WIN!

SEGA

MEGA DRIVE ULTIMATE COLLECTION™

WIN! AN XBOX 360 & MEGA DRIVE ULTIMATE COLLECTION GAMES!

Good old Sega... they've given us an Xbox 360 to give away!

Wow – 40 classic Sega Mega Drive games packed into one Xbox 360 pack, that's a lot of cool games to play! To win a game and a chance to grab the Xbox 360, send your answer to the question to pokemonworld@imagine-publishing.co.uk, naming your email 'Mega Drive Compo', or pop a postcard in the post. Entries will be drawn at random.

Name Sonic's fox sidekick...

A. Fantastic Mr Fox
B. Miles 'Tails' Prower
C. Foxy Loxy

Please get your entries in to us by 9 March. Good luck to all of you! ◎

Competition Rules
1. All entries must be received by 9 March 2009 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

Pokémon TRADING CARD GAME

Platinum Promises

A cool new expansion set – will it deliver?

The eagerly awaited next expansion for the Pokémon Trading Card Game hits the shops on 11 February, and it promises a heck of a lot! The official press release from Nintendo and Pokémon USA talks about the set and tells us to expect, "New worlds… new Pokémon… and new challenges that no Trainer has ever encountered before!"

Big promises, but will Platinum live up to the hype? Well, there will be more Pokémon LV.X, like Giratina and the much-talked-about Shaymin, plus new game mechanics like the mysterious Lost Zone and, of course, new cards from the villainous Team Galactic. The set will number an impressive 130 cards and we wonder if there will be any more chase cards like the Charizard line and the Special Holofoil Cards in the Stormfront Set?

When this set first appeared in Japan, it was named DPt Galactic's Conquest with 'DPt' presumably meaning 'Diamond, Pearl, PlaTinum'. If so, we can surmise that future set releases may be known as Diamond & Pearl Platinum sets. Perhaps we are seeing the basis for a future modified format, DPt onwards anyone?

The Japanese set featured five Level Xs, including Giratina Origin Forme, Giratina Another Forme (the regular Giratina) and Shaymin Sky Forme. A further 13 Pokémon appeared in the original set marked with SP, meaning 'Special Pokémon', and they all had an owner in their name.

Nintendo has said it will give us all a sneak peek at ten of the cards from the new set on its website at www.go-pokemon.com and just before we went to press we had details on three of the ten.

The first is Honchkrow G (Platinum set #77/127), one of the new SP Pokémon and owned by Cyrus from Team Galactic; the Diamond & Pearl Platinum set brings back the idea of owned Pokémon – think of them as similar to the Pokémon from the Gym Heroes and Gym Challenge sets.

While Honchkrow is normally a Stage 1 Pokémon, the SP Honchkrow G enters the game as a Basic Pokémon. For no Energy, the Honchkrow's first attack, 'Command', allows you to search your deck for up to two Stadium cards or Trainer cards that have Team Galactic's Invention in their name. Honchkrow G's second attack, 'Target', allows you to do 2 damage to one of your opponent's Pokémon, and if that Pokémon already has any damage counters on it, another 20 damage, for 40 damage in total.

PLATINUM

The second Pokémon we have details on is Giratina Origin Forme; it appears for the first time in the Diamond & Pearl Platinum PTCG set and it is a Big Basic Pokémon (BBP) with 100 Hit Points and three attacks!

For 2 colourless energy, Giratina's 'Over Slash' attack will do 10 damage to each of your opponent's Pokémon. This is a great way to spread around damage, allowing you to pick off Pokémon that may have retreated to relative safety on your opponent's Bench.

For 2 psychic energy, the 'Dark Wing Flaps' attack will do 20 damage and then allow you to choose a card from your opponent's hand without looking at their hand. You get to check and see what card it is, before your opponent then has to shuffle it back into his or her deck. The damage from 'Dark Wing Flaps' may be a paltry 20, but if you pick the right card, you can disrupt your opponent's game plan. Especially if you are using it together with Team Galactic's Mars and Empoleon LV.X to deplete their hand before you attack!

Mind you, if you want a bigger, better attack, then Giratina Origin Forme can use its 'Wrack Down' attack. It does 60 damage for just 1 Psychic Energy and 2 Colourless Energy.

The third card gives us a sneak preview of Shaymin (Platinum, 14/127), this 'Gratitude Pokémon' premiers in the Pokémon TCG with two interesting attacks.

Shaymin may look cute and cuddly, but this Grass-type Pokémon can put your opponent's Pokémon to sleep using the 'Flower Aroma' attack. It may only do ten damage, but by causing the Defending Pokémon to sleep and removing 2 damage counters from Shaymin, it is by no means a useless attack.

The good news is that next turn you can add another of any energy type to Shaymin and use the second attack 'Damage Aid'. It states that, 'if the Defending Pokémon is affected by a Special Condition', such as sleep, 'this attack does 30 damage plus 50 more damage'.

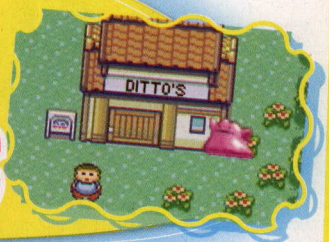
That potentially allows Shaymin to do a massive 80 damage and all for an attack cost of just one Grass Energy and one Colourless Energy card!

Special Conditions are then removed from the Defending Pokémon, but that will not matter if you have already knocked it out. 70 Hit Points may be low for a Big Basic Pokémon but Shaymin is resistant to Water Types and can heal itself with 'Flower Aroma', so it may look cute, but Shaymin could be worth playing, especially if you can marry it with its Level X version.

We'll have to wait a few more weeks for the first of the pre-release events before we can get any more details on the cards in the set. But you can rest assured that next issue of Pokémon World will be chock-full of cards from the Diamond & Pearl Platinum PTCG Set, with a full card list, Ditto's Hot Picks from the pre-releases and the first of any new decks featuring Diamond & Pearl Platinum cards. Order your next issue and make sure you keep up-to-date with all the latest Pokémon Trading Card Game news.

Shaymin LV.43
HP 70
BASIC
Flower Aroma 10
Remove 2 damage counters from Shaymin. The Defending Pokémon is now Asleep.
Damage Aid 30+
If the Defending Pokémon is affected by a Special Condition, this attack does 30 damage plus 50 more damage. Then, remove all Special Conditions from the Defending Pokémon.

Ditto's Hot Picks



Spin to Win!

A Tyranitar deck to trash the rest – let Ditto fill you in...

If there is one deck in the current format that has been quietly winning games and not causing too much of a fuss, until now... it has been Tyranitar. But that is all about to change as more and more players get hooked on the idea of the deck that Ditto calls 'Spin to Win'.

The main thrust of the deck is to swarm with Tyranitars and use the 'Darkness Drive' Poké-Body together with Weavile to accelerate the energy placement on Tyranitar. This helps because you will need five Dark Energy attached to Tyranitar, so that you can start using the 'Spinning Tail' attack to do 30 damage to each of your Opponent's Pokémon.

> **Poké-Body 'Darkness Drive' – "After your opponent's Pokémon uses a Poké-Power, you may search your discard pile for a basic Dark Energy Card and attach it to Tyranitar."**

Now, Weavile is a key component in the deck, allowing you to search for two Dark Energy Cards including Special Dark Energy Cards and it lets you attach them to your Pokémon in any way you like. It can help you get a fully powered Tyranitar ready to rock by turn three and once you get spinning it is hard for any deck to stand up to your 140 hit point monster. Tyranitar also gets a real boost from his resistance to Psychic Pokémon and this is another reason for the rise in popularity of the deck in a format dominated by Gengar and Dusknoir.

Once you get a powered-up Tyranitar active don't forget to keep using 'Darkness Drive' each time your opponent's Pokémon use a Poké-Power. If you have multiple Tyranitars on your bench you can use 'Darkness Drive' on each one, you just need those Basic Dark Energy cards in your discard pile.

That is where Felicity's Drawing comes into play – ideally you will want to discard two Basic Dark Energy cards whenever you get the chance to play Felicity's Drawing and draw four more cards to replenish your hand.

The two Uxie are in the deck for their draw power again with the 'Set Up' Poké-POWER allowing you to replenish your hand back up to seven cards when you play Uxie from your hand to your bench.

If forced to by a Larvitar start, do not be afraid to keep it active and evolve up to a Tyranitar either. With four Rare Candy in the deck and four Bebe's Search you can soon be hitting your opponent with 'Grind' each turn whilst you use 'Darkness Drive' to power up ready to attack later with 'Spinning Tail'.

'Grind' is a useful attack and for two Colourless Energy does 20 damage times the amount of energy attached to Tyranitar. If your opponent uses two Poké-Powers in one turn you could be grinding them next turn just from the energy attachments from your discard pile!

And finally, to put the icing on the 'Spin to Win' cake there is Omastar. Now, you will need to make sure you do not waste all your Rare Candies to enable you to play him from your hand and use the 'Primal Swirl' Poké-POWER to devolve all your opponent's Benched Pokémon and put them back into their hand.

Omastar gives the deck a quick way to end the game after a few turns of using the 'Spinning Tail' attack. By devolving your opponent's Benched Evolved Pokémon back to their Stage One or Basic Pokémon and giving you multiple knockouts in one turn.

Tyranitar can be a beast of a deck and its ability to take multiple prizes in one turn is amazing. Ditto's version is, however, not the only one and there are many variations on this deck. Some use Togekiss for an insane 1 hit energy drop and to complement Tyranitar by being resistant to Fighting types. Machamp can be a problem for Tyranitar as it is weak to Fighting types, so if you expect to see many Machamp decks at your next tournament then Togekiss may be a good bet as a support line. You would then use Togekiss as an attacker and hide behind it until you could come out fighting, with Tyranitar. Drop an Omastar on your bench to devolve your opponent's Benched Pokémon before using Tyranitar and that 'Spinning Tail' attack for the win.

One thing we can promise you is that if you do play Tyranitar you will need to make sure that you take plenty of damage counters with you. After all you will need them to record all the damage you are going to do to your opponent's Pokémon as you... Spin to Win!

SPIN TO WIN DECK LIST

19 Pokémon
3 x Tyranitar (Stormfront #30/100)
2 x Pupitar SF (Stormfront #47/100)
3 x Larvitar SF (Stormfront #63/100)
2 x Sneasel (Diamond & Pearl #100/130)
2 x Weavile (Secret Wonders # 40/132)
4 x Sableye (Stormfront #48/100)
1 x Omastar (Majestic Dawn #26/100)
2 x Uxie (Legends Awakened #43/146)

25 Trainers/Supporters/Stadium
1 x Helix Fossil
1 x Moonlight Stadium
1 x Night Maintenance
4 x Poké Healer +
4 x Rare Candy
4 x Felicity's Drawing
3 x Roseanne's Research
2 x Warp Point
4 x Bebe's Search
1 x Luxury Ball

16 Energy Cards
4 x Special Darkness Energy
12 x Basic Darkness Energy

POKÉMON ORGANIZED PLAY

Rule Breakers and Game Makers?

Our guide to the Modified Formats' most useful game-breaking cards...

Every game has rules that regulate how you play it, and the Pokémon Trading Card Game is no exception. There is one major difference, though, between the PTCG and most other non-trading card-based games. That difference is this...

"Where the text on a Card overrules the Rulebook, the Card Text takes precedence."

This means that some of the basic rules of the game can be broken or bent by the text on our Pokémon, Trainer, Supporter and Stadium Cards. It is those game makers and rule breakers that we are going to look at in this and subsequent issues of Pokémon World.

So let us start on page six of the latest rule book, taken from the Stormfront 'Dark Rampage' theme deck. On this page, under 'How Do You Start the Game?', step seven of the rules states...

"Flip a coin to see who goes first. The player that wins the flip goes first."

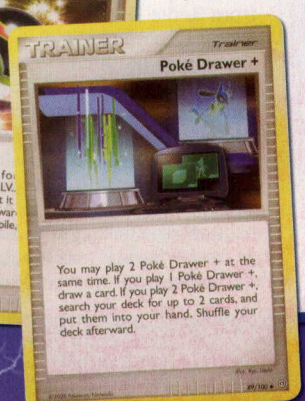
Let us start by breaking that rule straightaway; say hello to Sableye #48/100 from the Stormfront set.

Sableye has a Poké-Body 'Overeager' that states "If Sableye is your active Pokémon at the beginning of the game, you go first." So if we get Sableye in our starting hand we know we can always go first! Now that may or may not be seen as a good thing, since when you go first you cannot play Trainers, Supporters or Stadiums on your first turn. But, Sableye not only breaks the rules in making sure we go first, it also helps us get round the downside of going first by allowing us to use the 'Impersonate' attack to search our deck for a Supporter card, discard it and use the effect of the discarded Supporter card as the effect of the 'Impersonate' attack.

So that could mean a first turn Team Galactic's Wager, for example; an especially good play when your opponent appears too happy with the hand they have been dealt.

And Sableye has a second attack that is really good, too. For one Dark Energy it can potentially do a game winning 40 damage on the first turn! The 'Overconfident' attack does ten damage, unless the opponent's Pokémon has fewer remaining Hit Points than Sableye, in which case it does 40 damage instead! And if the energy attached to Sableye was a Special Dark, then that could be a potential 50 damage and maybe a first turn knockout.

Now as page eight of the rulebook tells us, at the beginning of our turn we draw a card. One card and potentially that is all we are allowed to draw in one turn, except that there are many cards that let us do more than that. Cards that are particularly good at allowing you to draw cards from your deck will often form part of a recognised group referred to as the deck's 'Draw Engine'.



We have listed the best of the modified format 'Draw Engine' cards for you and we recommend you look out for and trade for them whenever you can. Staple 'Draw Engine' cards like Roseanne's Research, Bebe's Search and Claydol have shot up in value over the last year and now attract a premium price from traders and on eBay.

The Supporter cards in a 'Draw Engine' will give you the solid base to drive the rest of your deck and the Trainers will back those up. Some Trainers like Poké Drawer+ work better when combined with other 'Draw Engine' cards like Claydol, after all if possible you want to be able to play two Poké Drawer+ cards together so that you can search your deck for any two cards.

Claydol is a staple in just about every deck in the current modified format and the ability to draw cards from your deck until you have six cards in your hand for the price of returning one or two cards to the bottom of your deck is a small one to pay. Indeed, taking cards you cannot use at the moment and putting them back into your deck until they are needed can protect them from evil clutches of Team Galactic's two favourite draw cards Mars and Wager.

But Claydol is not the only card-drawing Pokémon, increasing Uxie is joining pixie pal Azel in decks. Uxie can quickly make a player's hand back up to seven cards. Once, when you first play Uxie to your bench you can use the Poké-POWER 'Set Up' to draw cards

THE DRAW ENGINE BEST OF THE BUNCH

- Roseanne's Research
- Bebe's Search
- Felicity's Drawing
- Cynthia's Feeling
- Team Galactic's Mars
- Team Galactic's Wager
- Poké Drawer +
- Luxury Ball
- Poké Radar
- Uxie
- Claydol
- Pachirisu

until you have seven in your hand. Particularly useful if you have no cards except Uxie in your hand or when you only have a few cards left and cannot play any more Trainers or Supporters.

An overlooked draw card at the moment is Pachirisu, once a staple card in many decks. Pachirisu allows you to attack with 'Call for Family'. It allows you to search your deck for up to three basic Pokémon and put them onto your bench. Crucially, playing them to your bench rather than putting them in your hand means that they will be ready to evolve next turn.

Moving on to the rule book, we are told on page nine that we cannot evolve a Pokémon that we just played from our hand and that we also cannot evolve a Pokémon on our first turn. Well, we have an answer for that too, and it is probably the most played card in the game ever!

TRAINER
Trainer
Rare Candy
Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

Rare Candy not only allows you to evolve a basic Pokémon on the turn it comes into play, it also allows you to skip an evolution step and evolve a basic Pokémon to a Stage Two Pokémon in one swift go. Useful where you want to use a Poké-Power or Poké-Body from a powerful Stage Two Pokémon, or where there is a particularly useful low energy cost attack you want to use. Think about an early, swift Togekiss or Kingdra and the decks that utilise them – they are fast and hit early for lots of damage.

But Rare Candy is not alone in speeding up our ability to evolve, from Majestic Dawn we have Phione with the 'Evolution Wish' attack and from Legends Awakened we have Technical Machine TS-1 with the 'Evoluter' attack. Both cards will allow you to search your deck for a card that evolves from one of your Pokémon and put it onto that Pokémon. Unfortunately, unlike Rare Candy you have to use an attack to do it and you cannot skip an evolution stage, so you must evolve a basic Pokémon into a Stage One Pokémon.

Phione LV.23
BASIC
HP 60
Evolution Wish
Search your deck for a card that evolves from 1 of your Pokémon and put it onto that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.
Water Pulse
30
The Defending Pokémon is now Asleep.
+10

TRAINER
Technical Machine
Technical Machine TS-1
Evoluter
Search your deck for a card that evolves from 1 of your Pokémon and put it onto that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

Where can you play PTCG?

The answer is at a Pokémon Trading Card Game League...

Pokémon Trading Card Game Leagues have continued to grow in strength in the UK and there are now more opportunities than ever for you to find a place to play your favourite Trading Card Game.

If you have never been to a Pokémon TCG League, then you are in for a treat. Leagues provide a place for you to get together with other fans of the Pokémon Trading Card Game and have some fun. Using your own cards, you can play, trade, and even earn cool prizes! And you can do all this with other Pokémon TCG players who love collecting and playing just as much as you do.

Many leagues also offer opportunities to Play and Trade using your Nintendo DS and the Pokémon console games. If you ask them nicely, some leagues will even run DS-based tournaments for you.

The current PTCG League seasons are focusing on the basics of the Pokémon TCG and the eight basic Energy types.

The League cycle takes those eight energy types and uses them for the focus of each of eight league seasons, each of which lasts about six weeks. Most leagues will meet once a week for three to four hours and when each season begins, you will receive a score card. As you participate in League events, you will use the card to keep track of your League points. If you collect enough points, you'll earn a badge! During the span of the Energy League, you can also earn other cool stuff like Organized Play-exclusive promo cards and mini-posters. Participation includes playing Pokémon TCG games, completing activities, and trading cards.

Even if you don't know all the rules of the game, at a league you can learn the game basics and in no time you will have perfected your strategy! Joining a league is the best way to hone your skills to compete in Pokémon TCG tournaments, from Battle Roads all the way up to the World Championships.

Leagues are held in safe, public locations, such as game stores, community centres or libraries, and are run by Official League Leaders.

We have provided you with the most up-to-date list of UK Leagues we could get at the time we went to press. But, more Leagues are starting up every month. You can check for any new leagues and get help finding your nearest Pokémon TCG League using the league locator at... www.op.pokemon-tcg.com/league/locator

OFFICIAL UK POKÉMON ORGANISED PLAY LEAGUES

- Bath Pokémon, Peasedown, St John, Bath, 01761 420 604
- Battle Front Leeds, Horsforth, Leeds, West Yorkshire, 01132 580 654
- Blackpool Card Game Group, Blackpool, 07939 478 483
- Bournemouth Pokémon League, Pokesdown, Bournemouth, Dorset, 07879 073 525
- Castle Harbour Plateau, Dunbar, East Lothian, 07743 970 713
- Chimera Pokémon Hobby League, Ripley, Derbyshire, 01773 747 849
- Clifton Road Games, Exeter, Devon, 01392 259 988
- Crawley TCGames, Crawley, West Sussex, 07941 411 599
- Dovedale Gallery Pokémon League, Ashbourne, Derbyshire, 01335 347 489
- Hamworthy League, Hamworthy, Poole, 07879 073 525
- Macdonalds, Mitcham, Surrey, 07956 802 779
- Manchester Pokémon Gym, Manchester, 07849 955 740
- Marquee Models Sunday League, Harlow, Essex, 01279 423 334
- Newport Organised Play, Saffron Walden, Essex, 07971 543 279
- North London League, Holloway, London, 07989 979 991
- Phoenix Games League, Leicester, 01162 515 003
- Piglet's Pokémon Club, Aldershot, Hampshire, 07795 263 428
- Rainham, Kent, www.gamersguild.co.uk, 07949 359 750
- South London, Crayford Library, www.gamersguild.co.uk, 07949 359 750
- The Gaming Crypt Pokémon League, Altrincham, Cheshire, 0161 929 9919
- Welsh Games Club, Cardiff, South Glamorgan, 02920 615 368
- Willenhall Poké League, Willenhall, West Midlands, 07949 700 774
- Witch Engine, Yeovil, Somerset, 01935 427 077

That is all we have room for in this issue – next issue we will continue with our guide to the modified format game makers and rule breakers. Plus we will have more on Diamond & Pearl Platinum and news from the last of the season's City Championships and, of course, Ditto's Platinum Hot Picks. Meanwhile, we will leave you with Ditto's latest Hot Pick, a tasty Tyranitar deck.

MAKE and do!

Follow the instructions to make your own Pokémon World Rotocopters, then throw them in the air or out of a window to race them!

1. GLUE THIS PAGE TO A PIECE OF CARDBOARD FOR STRENGTH
2. CUT ALONG THE SOLID LINES AND FOLD ALONG THE DOTTED LINES
3. FOLD FLAP A TOWARDS YOU, FOLD FLAP B AWAY FROM YOU
4. FOLD TAB C AND D OVER EACH OTHER SO THAT THEY OVERLAP
5. FOLD THE BOTTOM FLAP UP AND PUT A PAPER CLIP ON IT
6. NOW HOLD THE ROTOCOPTER BY THE PAPER CLIP AND THROW IT LIKE A BASEBALL, AS HIGH AND AS FAR AS YOU CAN. IT WILL SPIN TO THE GROUND

POKÉMON GAME ROUNDUP!

We often get letters and emails from you, dear reader, asking about older Pokémon games. "Should I buy *Pokémon Emerald* from a car boot sale?", "My friend has a copy of *Pokémon Box*, is it any good?" – that kind of thing. Well here is a roundup of reviews for every Pokémon game, just for you...

Pocket Monsters Green

NOT REVIEWED

- Game Boy
- 27 February 1996

Released with the *Red* game in Japan was *Pocket Monsters Green*, but when it came to translating the game into English, Nintendo decided to improve on the game and create *Pokémon Blue* instead, so these Japanese originals are rare!

Stadium

7/10

- Nintendo 64
- 7 April 2000

Japan had two versions of *Stadium*, the first released for the failed Nintendo 64DD format with only 42 Pokémon. An updated game was released in the rest of the world with all 151 Pokémon intact. It's all about battling!

Pinball

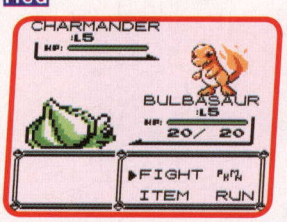
7/10

- Game Boy Color
- 6 October 2000

A spin-off from *Red* and *Blue*, this pinball simulator uses a Pokéball and has Pokémon-themed tables galore! As you score points you catch Pokémon, with the objective to 'catch 'em all' of course!

Red

8/10

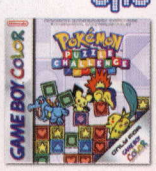


- Game Boy
- 1 October 1999

With *Blue*, the first ever Pokémon game hit the Western world, and they were revolutionary! Set in the world of Kanto, the games follow the character Red on his quest to master Pokémon battling. The Anime is based on these games.

Puzzle Challenge

8/10



- Game Boy Color
- 15 June 2000

Based on the puzzle game *Panel de Pon*, *Puzzle Challenge* sees you beating the Johto Pokémon leaders as you frantically move blocks about to line up similar shapes and colours. This game is quite rare, as not many people bought it!

Hey You, Pikachu!

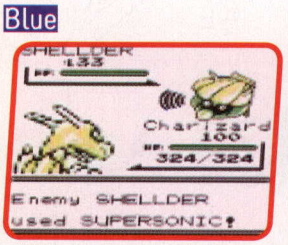
5/10

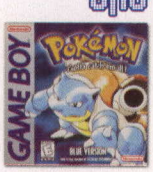
- Nintendo 64
- 6 November 2000

Coming with a microphone called the N64 Voice Recognition Unit (or VRU) players could actually talk to Pikachu in the game, while picking up objects and generally messing around with Pokémon. Not great, but worth checking out.

Blue

8/10



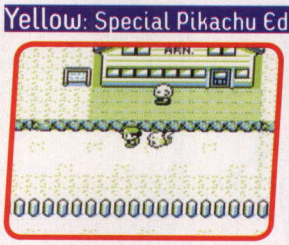


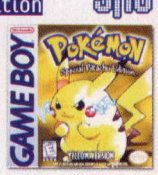
- Game Boy
- 1 October 1999

While both *Blue* and *Red* are independent games, players must trade between the two to fully complete the Pokédexes. Little did Nintendo know that these games would spawn a million-dollar brand!

Yellow: Special Pikachu Edition

9/10



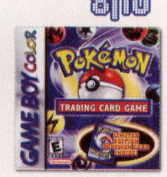


- Game Boy Color
- 7 July 2000

A remake of *Red* and *Blue*, Nintendo updated many features to bring the games in line with the Anime, like making Pikachu the starting Pokémon. A special *Yellow*-themed Game Boy was also launched at the same time!

Trading Card Game

8/10

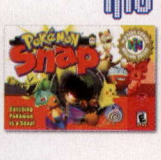


- Game Boy Color
- 8 December 2000

The videogame version of the *Pokémon Trading Card Game* put a guy called Mark in the lead role, and he had the desire to be the best he can at the game. There was a sequel, but this was only ever released in Japan.

Snap

7/10



- Nintendo 64
- 15 September 2000

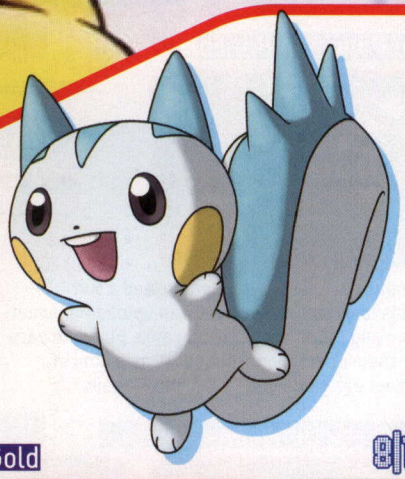
Now available on the Wii Virtual Console, *Snap* was a fun Nintendo 64 release where you could hunt down and snap pictures of 63 out of the original 151 Pokémon. The new Wii version allows players to send pictures taken in the game to friends via the Wii Message Board. Cool!

Puzzle League

7/10

- Nintendo 64
- 16 March 2001

Now available on Wii Virtual Console, this is the home console version of *Puzzle Challenge*. Lots of blocks to swap around and line up shapes and colours. It's all themed around the cartoon series.



Gold

8/10

- Game Boy Color
- 6 April 2001

Starting the second generation of Pokémon games, *Gold* and *Silver* took place in a new region, Johto, and were backward-compatible with the first-generation Game Boy games. Players meet Professor Elm to choose their starter Pokémon.

Silver

8/10

- Game Boy Color
- 6 April 2001

With Chikorita, Cyndaquil or Totodile as starters, it's not long before players meet Professor Oak, who introduces the new Pokédex. The games have 100 new Pokémon to collect, including new rare Shiny Pokémon with better stats.

Stadium 2

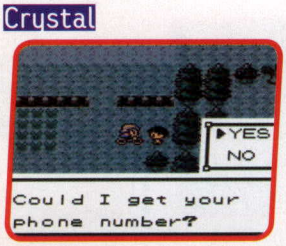
6/10

- Nintendo 64
- 6 October 2001

251 Pokémon this time, and lots of battling, researching, organising and playing options for your monster collection. The game was compatible with all Pokémon Game Boy games and Pikachu was a secret character if *Yellow* was connected.

Crystal

7/10



- Game Boy Color
- 1 November 2001

An updated version of *Gold* and *Silver*, *Crystal* was the first Pokémon RPG to allow players to choose their gender at the start. A new sub-plot with Suicune and a man called Eusine was added too. Interesting!

Ruby

8/10

- Game Boy Advance
- 25 July 2003

The start of the third generation, and now there are 386 Pokémon to catch! With Treecko, Mudkip or Torchic as the starter Pokémon and the adventure set in Hoenn, it's a familiar story of collecting Gym Leader badges and battling.

Sapphire

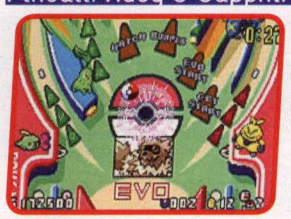
8/10

- Game Boy Advance
- 25 July 2003

The rival in the *Ruby* and *Sapphire* games is the opposite gender to the one you choose, and is more friendly than in previous games, giving you help and items on your adventure. Watch out for Team Magma and Team Aqua!

Pinball: Ruby & Sapphire

7/10

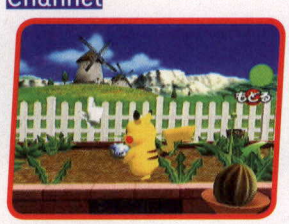


- Game Boy Advance
- 14 November 2003

Updated version of the original *Pokémon Pinball* game and this time on Game Boy Advance. There are two play boards to choose from: Ruby Field and Sapphire Field, and scoring points is the order of the day, along with catching Pokémon.

Channel

5/10



- GameCube
- 2 April 2004

Another spin-off title, this time for GameCube and seen by many as the sequel to *Hey You, Pikachu!*. It's a virtual pet game where you get to play around with Pikachu and a TV channel where you can see the *Pichu Bros in Party Panic* show!

Box: Ruby & Sapphire

8/10

- GameCube
- 14 May 2004

Not so much a game as a storage device for keeping all your caught Game Boy Pokémon together on a GameCube memory card. It came bundled with a *Colosseum* Mega Pack and black GameCube and allows Pokémon from *Ruby*, *Sapphire*, *FireRed*, *LeafGreen* and *Emerald* to be transferred using a special cable.

Colosseum

7/10

- GameCube
- 14 May 2004

With backward support for third-generation Game Boy Pokémon games, *Colosseum* is a GameCube Pokémon RPG with full 3D graphics. All 386 Pokémon of its time are in the game, some of which aren't available on the Game Boy!

FireRed

8/10

- Game Boy Advance
- 1 October 2004

Coming with a Game Boy Advance Wireless Adaptor to allow Pokémon to be transferred through the air, *FireRed* and *LeafGreen* are remakes of the original *Red* and *Blue* games with enhanced features and graphics.

LeafGreen

8/10

- Game Boy Advance
- 1 October 2004

Once the main game and a side quest has been completed, both games become compatible with a wide range of other Pokémon games for transferring – *Ruby*, *Sapphire*, *Emerald*, *Colosseum*, *XD: Gale of Darkness* and *Box*!

Dash

5/10

- Nintendo DS
- 11 March 2005

Two firsts here – the first ever Pokémon racing game, and the first Pokémon game to appear on the Nintendo DS. Players must use the stylus to control the Pokémon and get them to each checkpoint before the competition. It has a special option to insert old Pokémon games and make new courses from them!

Pokémon Game Roundup

Mystery Dungeon: Red Rescue Team

- Nintendo DS
- 10 November 2006

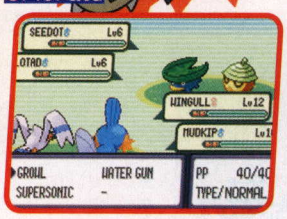
The last time Pokémon was ever released on a Game Boy format, and this version looks pretty much the same as its DS counterpart. There are six Pokémon exclusive to each game, with others unlockable through Wonder Mail missions.

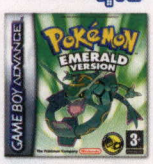
My Pokémon Ranch

- WiiWare
- 4 July 2008

Pokémon's first WiiWare game, and a fun sideshow really where you can upload Pokémon from any fourth-generation game, play and care for them on a ranch. Think of it as a kind of virtual pet game with Pokémon – again.

Emerald

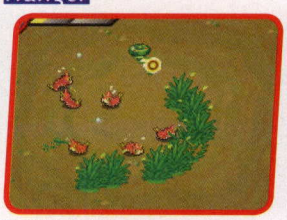




- Game Boy Advance
- 21 October 2005

Emerald is a remake of *Ruby* and *Sapphire* with lots of enhanced features and changes. One of the main changes is the way double battles work. In the early games they were clearly marked, but now they happen more infrequently.

Ranger



- Nintendo DS
- 13 April 2007

Set in the Fiore region where you take on the role of a Pokémon Ranger and must use a Capture Styler to grab Pokémon. This is done by drawing circles around them on the DS touch screen with the stylus. A unique and fun game.

Mystery Dungeon: Explorers of Time

- Nintendo DS
- 4 July 2008

Two sequels to the *Pokémon Mystery Dungeon* games with enhancements all round. This time *Diamond* and *Pearl* Pokémon appear, there are improved Wi-Fi features, more touch-screen use and less emphasis on rescuing.

XD: Gale of Darkness

- GameCube
- 18 November 2005

Set in the land of Orre with the star being a chap called Michael. He meets Professor Krane who teaches him all about Shadow Pokémon. This GameCube adventure has trading and battle modes that are compatible with all GBA games.

Diamond

- Nintendo DS
- 27 July 2007

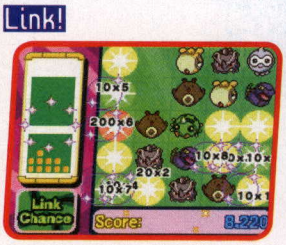
The first proper Pokémon RPGs for the DS and packed with brand new features as well as enhancing old ones. Set in the region of Sinnoh, there is internet connectivity through the Nintendo Wi-Fi connection.

Mystery Dungeon: Explorers of Darkness

- Nintendo DS
- 4 July 2008

Only 491 out of the total 493 Pokémon are in these new games, as Shaymin and Arceus had not been officially unveiled when the games were made. There's a 21-minute TV special to accompany them.

Link!



- Nintendo DS
- 28 April 2006

Called *Pokémon Trozei!* everywhere but Europe, this DS puzzle game is all about connecting groups of four Pokémon icons together to score points. It introduces Lucy Fleetfoot and the enemy is the Phobos Battalion.

Pearl

- Nintendo DS
- 27 July 2007

107 new Pokémon are crammed into the two games and there are lots of features that make use of the DS capabilities. Day-to-night cycles, touch screen mini-games, blowing on the microphone to clear dust – all very cool!

Ranger: Shadows of Almia

- Nintendo DS
- 21 November 2008

Set in the new region of Almia and featuring fourth-generation Pokémon, this is a whole new Ranger experience, but maintaining the cool running rings around Pokémon gameplay. There's a new team of villains too – Team Dim Sun!

Mystery Dungeon: Blue Rescue Team

- Nintendo DS
- 10 November 2006

Nintendo love to bring out duets of Pokémon games, and this first *Mystery Dungeon* release was coupled with the last ever Game Boy Pokémon game. It's a fun adventure where you get to become a Pokémon and rescue others from danger.

Battle Revolution

- Wii
- 7 December 2007

A Pokémon game for the next generation of home consoles, *Battle Revolution* has the great feature of allowing you to upload your caught Pokémon from *Diamond* and *Pearl* and battle them in glorious 3D. There's not much more to it than that, though, making us look forward to the first proper Wii Pokémon RPG all the more!

Battrio

NOT REVIEWED

- Arcade
- Japan only

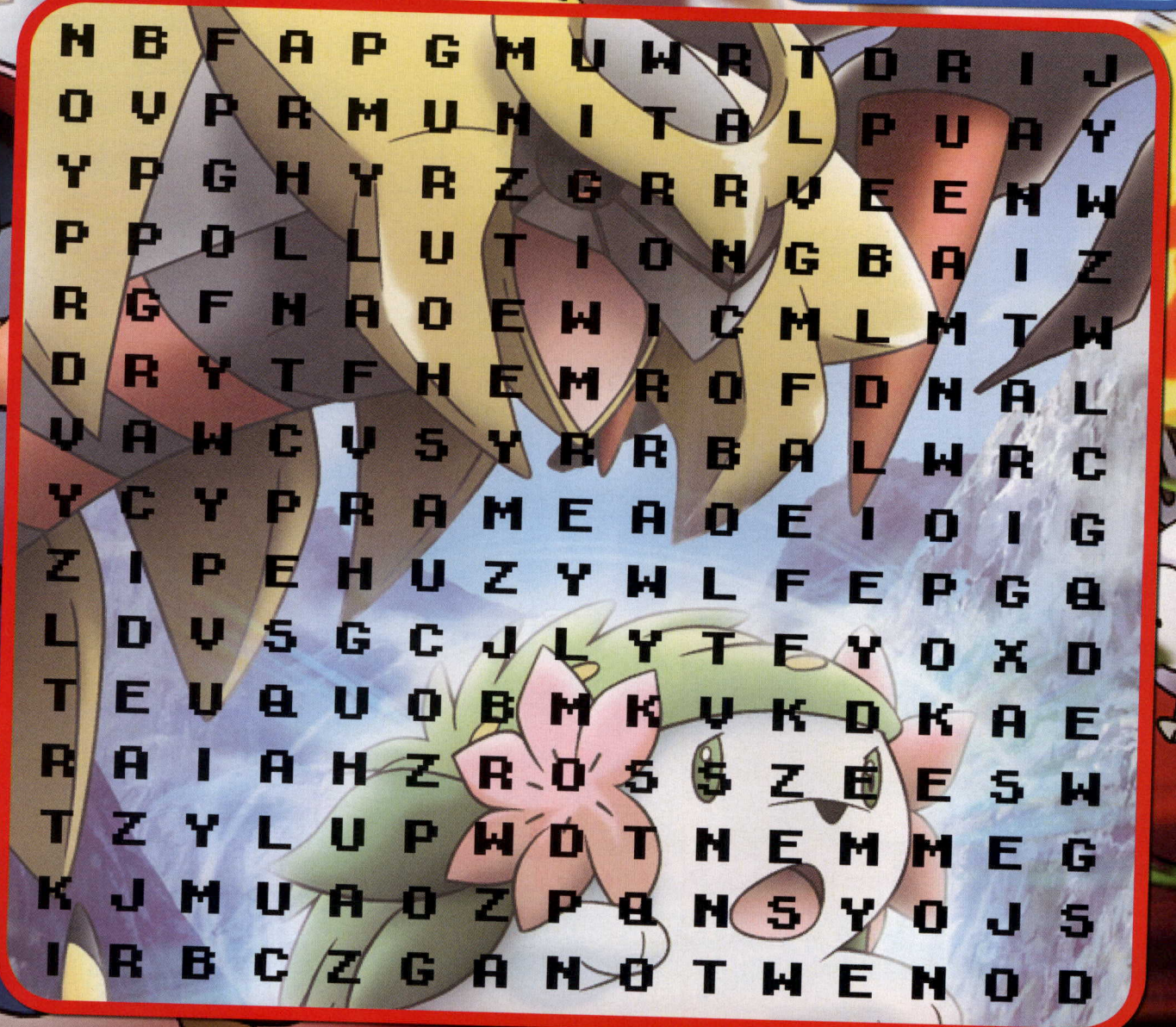
And yes, Pokémon has also made an appearance in the arcades, albeit only in Japan. *Pokémon Battrio* looks like lots of fun and has players battling it out using special pucks to control their teams of monsters. It's aimed at 6-12-year-olds with lots of collectable items and bonuses to keep players coming back for one more go!

POKÉ PUZZLES

Giratina & The Sky Warrior Wordsearch!

Time to test your searching skills! This wordsearch has 16 words hidden away in it, all of them from the movie *Giratina & The Sky Warrior*. To make things easier for you, here are all the words you need to find...

GIRATINA
SKYWARRIOR
BOUQUET
SHAYMIN
REVERSEWORLD
POLLUTION
SEEDFLARE
LANDFORME
SKYFORME
GRACIDEA
LEILA
NEWTON
ZERO
ASH
POKEMON
PLATINUM


N B F A P G M U W R T O R I J
O V P R M U N I T A L P U A Y
Y P G H Y R Z G R R V E E N W
P P O L L U T I O N G B A I Z
R G F N A O E W I C M L M T W
D R Y T F H E M R O F D N A L
V A W C V S Y R R B A L W R C
Y C Y P R A M E A O E I O I G
Z I P E H U Z Y W L F E P G B
L D V S G C J L Y T F Y O X D
T E V B U O B M K V K O K A E
R A I A H Z R O S S Z E E S W
T Z Y L U P W O T N E M M E G
K J M U A O Z P B N S Y O J S
I R B C Z G A N O T W E N O D

ANSWERS TO LAST ISSUE'S PUZZLES...

The Rise of Darkrai Crossword

Across
2. DARKRAI
6. DIALGA
9 SPACETIME
TOWERS
10. GARDENS

Down
1. PALKIA
3. ALAMOS TOWN
4. FOG
5. ALICE
7. TEN
8. TONIO

GREAT POKÉMON MOMENT

14 GREAT POKÉMON MOMENT

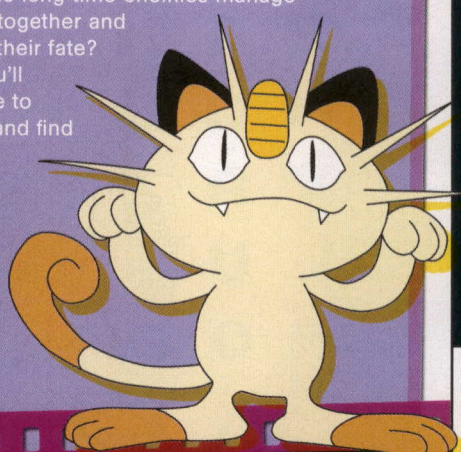
Ash and his gang travel aboard the SS Anne

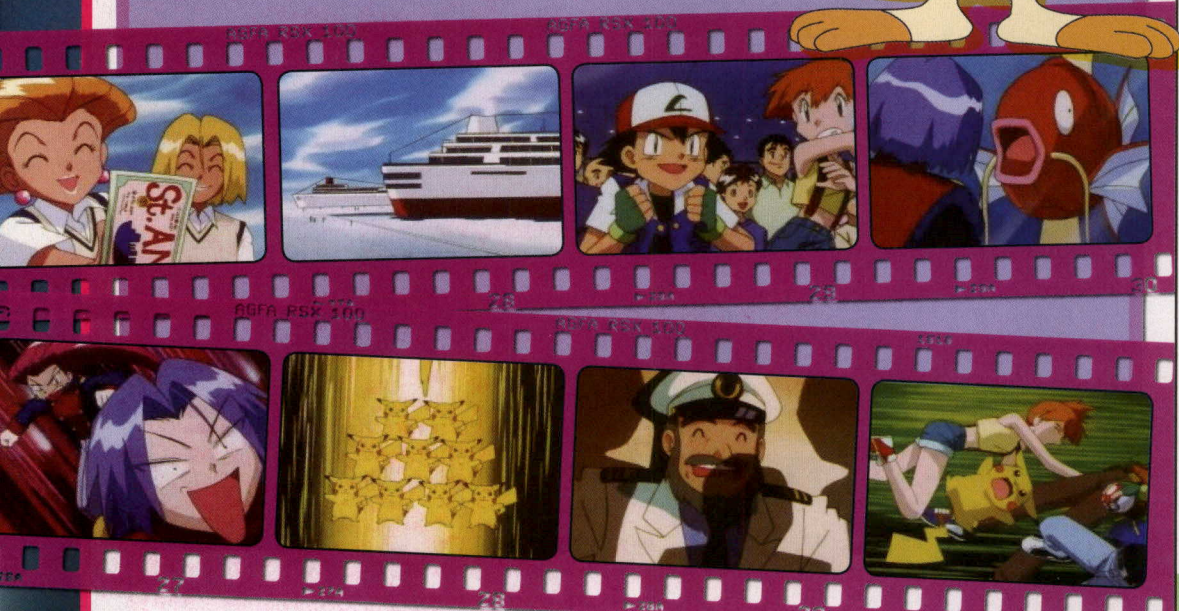
This was the 15th episode of the Pokémon cartoon, when Ash was still learning his Pokémon battling craft...

Ash can't believe his luck when he wins a ticket to take a trip on the Saint Anne luxury cruise ship. He and his friends pack their bags and their Pokéballs and are soon crossing the gangplank ready to enjoy the luxury offered. What they don't realise is that this is all a wicked plan of Giovanni from Team Rocket and he plans to steal everyone's Pokémon.

Giovanni's mistake, though, is putting Jessie, James and Meowth in charge of the cruise – things soon start to fall apart! Ash and his Pokémon pals are soon wise to their plans and start a counterattack on Team Rocket, taking on the Rocket Grunts that are all over the ship. While chaos ensues on board the ship, things aren't much better out at sea, with a huge storm brewing. Before the passengers can do any more Pokémon battling, the ship starts to sink! The lifeboats are launched and everyone manages to escape the ship except for Ash, Misty, Brock, Pikachu, Jessie, James and Meowth!

Will the long-time enemies manage to work together and escape their fate? Well, you'll just have to tune in and find out!





The March issue of your favourite Pokémon magazine will be on sale 5 March!

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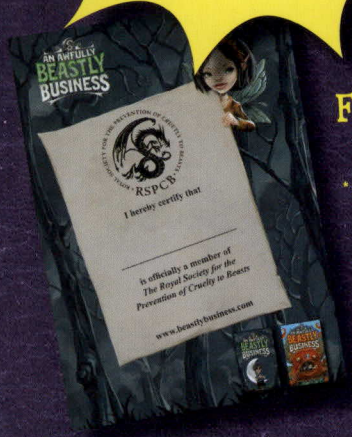
"This book is so good, it was the best book I've read in a long time. It's probably the fastest I've read a book ever."
Tyler, aged 9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Name: Ulf
Observations:
Ulf could easily be mistaken for a human boy. But if you looked closely, you'd notice his bare, hairy feet, the coarse hair above his eyes and the soft hairy palms of his hands.
CHARACTER FILE
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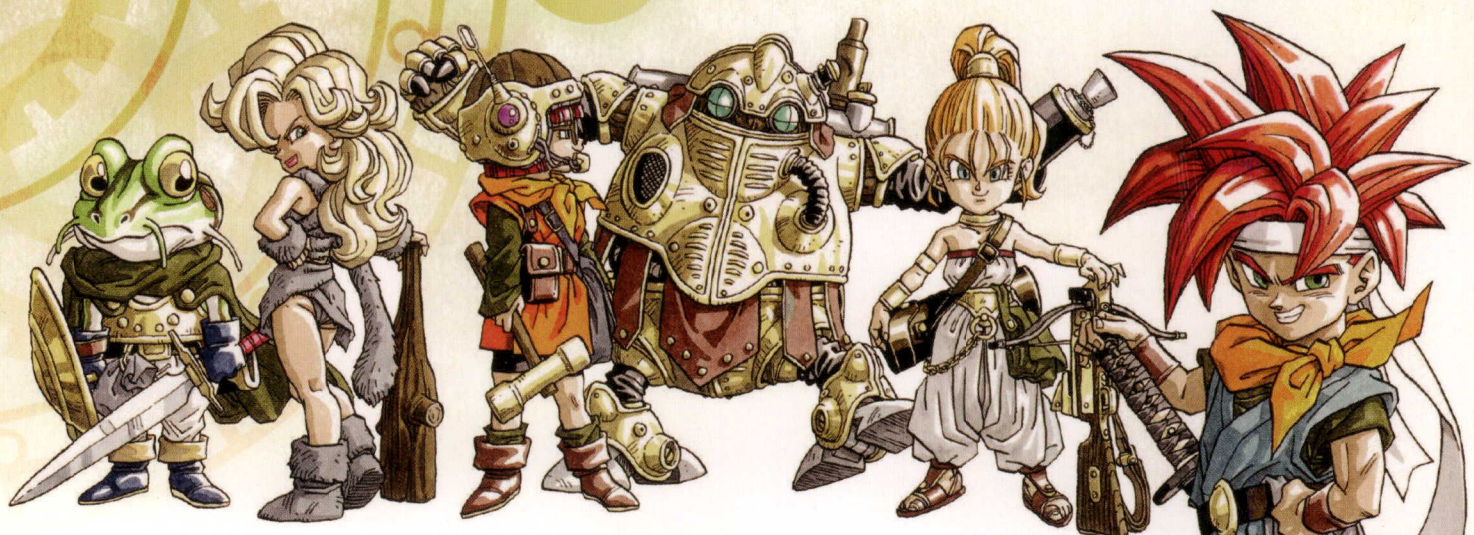

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